

Amazing Island FAQ/Walkthrough

by Skygor_II

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Amazing Island Guide
For the Nintendo GameCube
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I. Introduction

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This is a little gem that is half minigames and half monster creation. It is vicious cycle but a full designer is well worth it. If you like E.V.O.: Search for Eden, Cocoron, Magic Pengel, Graffiti Kingdom, or Spore this isn't too bad for around US \$10.

N.B. This guide cross references everything for (intended) ease of use. So please pardon its length.

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III. Story

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You're a kid who finds an old picture book of a fantasy island full of monsters, games, and the Maboo Tribe. That night while you are sleeping a voice gives you a monster partner and jerks you to Amazing Island. Surprise, surprise it has been taken over by bad guys called Evilings and only an innocent, hopeful, human child can save it.

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IV. Gameplay

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In order to save Amazing Island you must acquire Vision Orbs by beating Evilings in various challenges with a monster Partner you create. The real goal however is to unlock more junk for monster creation.

IV.1. Controls

The controls are self explanatory in the game but here are some of the more obscure ones.

Hall of Life

Control Stick	Move/Rotate X-Y Axis (up/down)
Control Pad	Move/Rotate X-Z Axis (in/out)
C Stick	Rotate Camera
L	Toggle Zoom
R	Toggle Fixed/Free Camera i.e. by 90 degrees or smoothly
X	Options Menu
X (Help Menu)	Play Movie
Y	Tool Menu
Y (Tool Menu)	Help
A	Confirm, Pen Down, Place Accessory
B	Cancel, Pen Up

Taking a Foto

Control Stick	Pan left, right, up, down
C-Stick	Zoom in, out
A	Take Foto
B	Cancel
Y	Talk to Partner for Emotes.

Battle Temple

Control Sick	Move Partner
Control Pad	Move Partner
B	Shoot
Hold B	Charge Fireball
Release B (Charged)	Fireball
A	Punch
Hold A	Charge Dash
Release A (Charged)	Dash attack

- * Dash is fully charged after Partner's battle cry with fist flaming.
- * Shot and dash can be charged simultaneously.
- * Releasing A and B resets charge even if full.
- * Standing still increases charge speed.

IV.2. Characters

Andy & Michelle

The hero and heroine of the game, or at least their default names. They have been called to Amazing Island in hope that they will defeat the Black Evil. Their human ability of imagination allows them to use the Hall of Life to create and merge with monsters to battle the Evilings. The only differences between them are appearance, starting packages, and gendered item order. Andy gets girl items first while Michelle gets boy ones. This mismatch is because they received a majority of the proper items from their starting package. For simplicity this guide will refer to Andy. Each saved game takes 2 memory blocks.

"Partner"

This is the monster character that is Andy's best bud. It follows him around the Island and plays the games after merging with him. How it looks doesn't affect game play aside from the stats attached. Andy can talk to Partner to see its stats, Foto, and take a new Foto. Only one monster can be held at a time, but each one can be saved to file. Each saved monster takes 8 memory blocks.

Lagu

This is the Maboo that calls Andy to Amazing Island and gives him his first Foto. Lagu says that he is needed to create a monster in the Hall of Life, but his function is not explicitly revealed. In the meanwhile he'll explain various aspects of monster creation.

Folu

He runs the Water Mirror in the Hall of Life to shape the bodies of new monsters. He also can give a short personality quiz to automatically create one.

Chinto

This is the final Hall of Life Maboo that customizes Partner's pattern, voice, eyes, accessories and name. Using him doesn't erase the current monster body.

Jimba the Elder

As the elder of the Maboo he'll explain the history of the island and various game mechanics. More importantly he functions as the system menu; saving and loading games, monsters, and linking with a Gameboy Advance for the Monster Card Game (MCG).

Jazz

Elder's assistant. He'll show the all the Fotos (and statistics) of Andy's

monsters, both saved and Monster Cards. In addition he'll explain the nature of the battle against the Black Evil over the course of the game.

Course Watchmen

Ruby, Nimo, Dalu, and Suguru are lizard men guards of the Beginner, Intermediate, Expert, and Practice Courses respectively. They'll explain how Courses work and teleport Andy and Partner to them. In the meanwhile they like to play with their very long tongues.

Shop Girls

Jasmine, Cinnamon, and Ginger are the three shop girls on Amazing Island selling potions and items. They'll come out of hiding one by one and increase their inventories over time.

Ow L. Rankin

This is the Village totem (tiki?) pole that keeps the top scores of all the events and courses. He has his own file taking up 3 memory.

Village Kids

These are the local Maboo kids, with an occasional pig or chicken who seem to have inner ear problems since they keep tripping. They give game tips and cheer Partner on during the events.

Painters

Pichi and Bundagio are living brushes that hang around in the shops. They paint with human "essences" such as Laziness or Hope, and talk about their medium.

"Boss"

A fat mechanical statue that must be destroyed in certain events.

"Minion"

Some events need a little competition and these guys fill the job. There are demons, rats, dragons, horses, spiders, and birds.

Dyna

The giant dragon skeleton of Cape Dyna.

"Turtle"

A flying turtle that serves as pick up and drop of crew for Partner in certain events. It's always good to give props to the background crew who make events go smoothly.

Announcer Girl

The disembodied voice that cheers the Event and Course results.

Black Evil & Evilings

These are the guys responsible for the problems of Amazing Island with the Black Evil being their boss. "Dancing" ones are the final challenge of a Course. "Crawlies" are tadpole like heads that function as targets for some Events, while "Skinny" ones supplement Minions in others.

----- IV.4 Concepts -----

Memory Blocks

Saved Game	3 Blocks
Scores & Options	3 Blocks

Statistics

Although the game can be completed with any monster, appropriate stats make Events easier and are essential for high scores.

Speed represent Partner's movement, and often is used for tapping events.

- + walking speed, e.g. Stonehead, Battle Temple
- + button tapping for running, e.g. Runs
- + speed bar drain or restoration appropriately, e.g. Waterskip, Sky Dive
- + distance of Dash attacks, e.g. Battle Temple

Power is Partner's strength and is used with the horizontal timing bar.

- + span of good/great horizontal timing bars, e.g. Waterskip, Catapult, etc.
- + effect of horizontal timing bar, e.g. Waterskip, Stone Spire, etc.
- + attack damage, e.g. Battle Temple

Mental would be better described as concentration or focus. This is used with the rotational angle timer.

- speed of needle on angle timing bar, e.g. Basket Barrage, Catapult
- + span of good/great on angle bar, e.g. Basket Barrage, Catapult
- + slide reaction time, e.g. Darkness Corridor

Stamina is a seldom used stat that represents the monster's endurance or Hit Points (HP). It is used with green colored energy bars.

- damage received, e.g. Battle Temple
- "damage" from crashes, e.g. Cloud Runs

Weight is how heavy a monster is, mostly used for physical situations when push comes to shove.

- launch height and distance, e.g. Waterskip, Catapult
- + push/shove, e.g. Spins, Battle Dome
- * No effect to jumps in Beat'n Art
- * No effect to geyser height in Spins

Element supposedly gives bonuses to certain events. Determine by frame, Pattern, and mostly Accessories. (I suspect element is told by the Event's Monster Cards.)

Water: Waterskips

Fire: Spin, Battle Down

Wind: Sky Dive, Cloud Runs

Earth: Stone Spire, Beat'n Art

Class is automatically assigned. According to the manual and a village kid, higher class means a stronger monster. Which specifically are higher classes or what determines a class is currently unknown.

Legendary	Lavish
Illusory	Plain
Special	Strange
Premium	Bizzare
Elegant	Superb

Foto

This is a picture of a monster that is the link between the real world and Amazing Island, and is used for displaying a monster file. Andy can take a Foto by talking to Partner and selecting "Take Foto". Use the Control Pad and C-stick to reposition Andy for the snapshot. Pressing Y while shooting will let Andy talk to Partner and get different emotions. Pay attention to its eyes and accessories to see the differences.

Hall of Life

This is where Andy can make monster Partners. First chose your Frame and draw the body. Then accessorize it, name it, and finally take its Foto. (Don't forget you can take Fotos outside for difference backgrounds.) If designing a monster from scratch is too much, Andy can take a random personality quiz to have one automatically made. Creating new monsters costs nothing. More Hall of Life abilities are unlocked by Vision Orbs and Chance Stars. See Appendix A1.4. for more details.

Courses & Events

A Course is a series of minigame Events. At the start of an Event the instructions are displayed and Partner is given the option to use a potion. After the game the score is ranked if it's high enough and prizes are awarded. The player will always receive half their score points in Gold Credits. An Event is completed only if 700 or more points are scored. The maximum amount of points for an event is 3000, although some games have a human limit of 2000 to 2500. Completing all the Events clears the Course and awards a monster Frame. The first time around, Courses end with a game of Evilng Volleying and award a Vision Orb. Later Courses have different Paths to follow with different Events and subsequent prizes.

Practice Course

This is a special Course that lets Andy play any Event already completed without using Chance Stars. Score is ranked and only Gold is awarded.

Chests

These are prizes awarded at the end of an Event if certain point values are met. Only one of each metal chest can be won from repeating an Event i.e. Retries. If Andy has all the chests of a certain metal or has acquired one already during this series of retries, and then the next lower one is given. Chest contents are assigned randomly and often follow a theme e.g. all wings.

Metal	Point	Contents
Gold	1800	Monster Cards
Silver	1000	Patterns, Voices, Eyes, or Accessories
Bronze	700	Potion

If Andy scores 1800 points and receives only a Bronze Chest, then he has acquired every Item and Monster Card from this Event.

Chance Stars

In another game these would be called Lives. Every time an Event is repeated on a Course, due to failure or by personal choice, Andy loses a Chance Star. When they reach zero, "Partner" is booted off the Course back to Maboo Village. Not too worry, Chance Stars are restored completely and they are saved between games. Andy gets a Chance Star every time a new monster is made with the maximum being 99. Various design powers are unlocked in the Hall of Life by Chance Stars. See Appendix A1.3. for details.

Monster Cards & Album

These are preset monsters created by the game developers. It usually is easier to pick out "stronger" monsters from here if you don't have a guide such as this to help make desired traits. They take up no memory blocks but cannot be modified in the Hall of Life. They are acquired only from Golden Chests.

Potions

Performance enhancers are allowed on Amazing Island. There is one for the

four major stats in small, medium, and large sizes. Only one may be used per attempt and if the score is ranked the potion used will be recorded as well. Potions can be won from Bronze Chests or bought from the shops.

Shops

There are three shops in the Village that sell potions and accessories. Their inventories increase as more Vision Orbs are acquired. Although Andy will be loaded with Gold, don't spend in all in one place. There are several items in the 10kG range with the highest being 80000G!

Vision Orbs

These are concentrations of the "Power of Good" that must be collected to drive away the Black Evil. They are acquired by completed a course path for the first time. They enable new design powers in the Hall of Life, increase shop inventories, and advance character dialog.

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V. Story Mode

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This portion of the guide will cover completing the game. (See Piggy Mode for advance techniques.) To start off chose either Boy or Girl and give them a name them. For simplicity I'll refer to Andy. Here are their starting packages:

Legend

Name	Spd	Pow	Mnt	Stm	Wgt	Sum
------	-----	-----	-----	-----	-----	-----

Default Girl

Large Scale Pattern	-3	4	-2	1	2	0
Cat Pattern	5	2	-5	1	-10	3
Cow Pattern	2	5	-5	1	6	3
Plaid Pattern	-1	1	3	-3	0	0
Wood Pattern	5	1	-6	3	0	3
Oblong Eye	10	-10	0	10	0	10
Elongate Eye	-10	12	0	10	-10	12
Cat Voice	4	0	0	-3	-4	1
Elephant Voice	-5	5	0	0	5	0
Bird Voice	5	0	0	-5	-5	0
Cutie Voice	0	0	0	2	-2	2
Little Horn	0	3	2	-2	1	3
Medium Horn	-2	4	-5	2	-1	-1
Bull Horn	-5	2	-2	6	1	1
Thin Eyebrow	-2	2	3	0	-5	3
Cute Wing	3	-3	2	-2	-4	0
Fish Fin	-2	2	0	3	-2	3
Round Claw	-2	4	-4	2	1	0
Ribbon	2	-5	4	-2	-5	-1
Heart	-5	-2	2	6	-3	1

Default Boy

Beetle Pattern	4	-2	-5	4	-1	1
Dog Pattern	4	1	0	-3	-6	2
Marble Pattern	-1	1	2	-2	-6	0

Rock Pattern	-4	5	0	-1	18	0
Real Machine Pattern	-3	4	0	-1	10	0
Angry Eye	0	12	12	-12	0	12
Big Eye	-10	0	10	12	0	12
Phantom Voice	-4	0	0	5	0	1
Dog Voice	0	0	-3	4	-3	1
Horse Voice	0	0	-5	5	0	0
Machine Voice	5	0	0	-4	0	1
Strait Horn	3	0	-2	-3	2	-2
Big Horn	-2	5	2	-6	2	-1
Rhino Horn	-4	-2	2	5	-1	1
Bolt	2	3	-2	0	2	3
Dragon Wing	6	2	-2	-5	1	1
Fin Crest	-2	-3	2	4	-2	1
Cat's Claw	2	3	-4	2	-1	3
Bell	-2	-3	3	2	-4	0
Default Both						

Dragon Frame	2	7	8	4	11	21
Maboo Pattern	3	-1	-3	1	0	0
Pastel Pattern	-2	1	3	-1	-14	1
Dinosaur Voice	0	5	-4	0	4	1
Eagle Beak	5	-2	-4	2	-1	1
Gloves	-3	4	-2	2	1	1
Illumination Light	-3	2	3	-2	2	0

All charts hereafter will follow this pattern more or less. Sum refers to the summation of Speed, Power, Mental and Stamina. None of these charts will ever include items that can be acquired from the Monster Cards Game that requires a Gameboy Advance Link.

After receiving your first Monster Card--it's always random--and dropping into Amazing Island (literally), walk up the slope to meet Eviling-Chinto. After some conversation his boss will come and challenge Andy to a game of Eviling Volley!

Eviling Volley 1

Knock the Eviling off the platform with a giant magma ball. Fun! Press A to shoot and B to pass. Holding A will charge the shot, even though the game doesn't explain this yet.

This game is pretty simple once you get the timing. During the toss up mash A to gain control of the ball. Alternatively you can just hold A to nearly guarantee it. Getting the ball first usually isn't worth it since its tricky to hit the ball from when downshifting from button mashing. Once the game is away stick with B button passes to win safely. If you have trouble, pay attention to the Eviling's timing and imitate it.

Prize: Red Vision Orb

Vision Orb #1

After beating the Eviling, Andy gets the RedVision Orb. Chinto returns to his old self and scampers off to the Hall of Life. Follow him and have a nice chat with Lagu, Folu, and Chinto. They'll guide Andy through his first monster. If you don't like it, just talk to Folu again to create a new one.

In any case here is the first Top Item listing. This will list the best items for stats thus far in the game, assuming all items have been collected and bought. "Hvy" refers to a high Weight stat and "Lgt" refers to a low Weight stat.

Boy	Spd	Pow	Mnt	Stm	Hvy	Lgt	Sum
Ptn	Dog	Rock	Pastel	Beetle	Rock	Pastle	Dog
Eye	Angry	Angry	Angry	Big	Angry	Angry	Angry
					Big	Big	Big
Voi	Machine	Dinosaur	Machine	Phantom	Dinosaur	Dog	Dog
			Phantom				
Acc	Dragon	Big	Illum.	Rhino	Bolt	Bell	Bolt
	Wing	Horn	Light	Horn			
	Eagle	Gloves	Bell	Fin	Illum.	Fin	Cat's
	Beak			Crest	Light	Crest	Claw
	Strait	Bolt	Fin	Cat's	Big	Cat's	Gloves
	Horn		Crest	Claw	Horn	Claw	
	Bolt &	Cat's	Rhino	Gloves	Strait	Eagle	Fin
	CatClw	Claws	Horn		Horn	Beak	Crest

Girl

Ptn	Cat	Cow	Pastel	Wood	Cow	Pastel	Cow
Eye	Oblong	Elongate	Elongate	Elongate	Oblong	Elongate	Elongate
Voi	Bird	Dinosaur	Cutie	Cutie	Elephant	Bird	Cutie
Acc	Eagle	Gloves	Ribbon	Heart	Illum.	Thin	Little
	Beak				Light	Eyebrow	Horn
	Cute	Round	Thin	Bull	Little	Ribbon	Fish
	Wing	Claw	Eyebrow	Horn	Horn		Fin
	Ribbon	Medium	Illum.	Fish	Gloves	Cute	Thin
		Horn	Light	Fin		Wing	Eyebrow
	Little	Little	Little	Gloves	Bull	Heart	Gloves
	Horn	Horn	Horn		Horn		

When Andy is done playing around in the Hall of Life, head to the Elder Jimba's Hut. He'll explain about the Black Evil and direct Andy to the Beginner's Course. Save your game here, then head straight from the hut to the watchman Ruby. He will explain the course and send Andy off.

BEGINNER COURSE

The first course has four events that are pretty easy. If things are too tough, try making more monsters for extra Chance Stars.

1a. Jungle Dash

Speed: efficient taps

Silver: -08.00s

Gold: -06.50s

A basic race verses a Skinny Eviling. Tap A to run and B for a single sprint. A false start will trip Partner.

Avoid the false start and mash A to win. Try an overhead hand tap like an

arcade if you want extra speed, but be careful not to cramp your arm doing so. Although the game explains the B button sprint, save it for when you revisit the course.

Gold:

Steiner	Fire	102	91	116	90	84	399
Djinn	Water	107	139	108	76	97	430
Abdominax	Earth	103	92	102	109	89	406

Silver: beginner eyes

Angry Eye	0	12	12	-12	0	12
Sharp Eye	0	-10	0	14	0	4
Round and Black	0	6	-12	12	0	6
Oblong Eye	10	-10	0	10	0	10
Crooked Eye	10	0	-10	10	0	10
Big Eye	-10	0	10	12	0	12
Elongate Eye	-10	12	0	10	-10	12

1b. Waterskip Slider

Element: Water

Power: better jump

Light Weight: better jump

Speed: better bar drain

Silver: ??? Gold: +850m

Long jump off a ramp and skip across the lagoon to reach the rainbow marker. Tap A to gain speed and run down the ramp. At the base of the ramp, hold down the Control Stick to time the power of the jump. While airborne flick the Control Stick to skip across the water.

Yes, power helps in this event more than Speed. During the initial sprint don't strain to mash A. It doesn't take much to get to top speed. You can start your jump anywhere on Dyna's head, but the first of the three lines is good enough. When Partner is airborne getting the first flick is the most difficult since the touchdown point is off screen.

The easiest way to flick is to hold down the Control Stick at any point. Then release it when Partner touches the water. This hurts momentum a lot, so use it until you get the feeling of that first skip.

A better way and simple way to flick is to slide your thumb over the Control Stick quickly. This will pull it down, and the release will snap it back up. The best time to flick is when the target circles are red.

Gold:

Gnu	Water	98	103	88	98	79	387
SantaMew	Water	145	98	77	75	60	395
Mirrored	Water	64	129	93	119	111	405

Silver: patterns

Frozen Marble	-2	1	4	-3	-18	0
Polka Dot	1	-4	4	-1	-4	0
Plaid	-1	1	3	-3	0	0
Marble	-1	1	2	-2	-6	0
Bony	-2	-4	1	5	-14	0
Round'n Round	-1	-2	2	1	-18	0
Real Machine	-3	4	0	-1	10	0

1c. Spin Break

Element: Fire

Heavy Weight: better push/shove

Silver: -1:10m

Gold: -0:53

Ram off all the Minions out of the bowl before the allotted time. Press and hold A to charge a spin. Release for a Spin Attack or Super Spin if the meter is full. Periodically a geyser will shoot the players up, and the bowl will crumble away over time.

This is the first tricky Event so now would be a good time to make a few Chance Stars. Charge the Spin meter right from the start and keep charging when it's full. Partner will gain more power, first flashing Red, Yellow, and finally White. You can push off the Skinny thin black Evilings without using charges. Save full spins for the Red Bird and Yellow Horned Dragon, you'll know which ones. Avoid the lava bursts, which waste time, by continually circling the bowl. Keeping near the rim positions Partner for quick swerves and well time spins. Just be careful to not fall off being so close to the edge. Another good tactic is to Super Spin when three enemies are clumped together.

Gold:

Dragonus	Fire	80	98	138	73	128	389
Broud	Fire	100	113	120	78	108	411
Bombast	Fire	97	104	105	96	83	402

Silver: horns

Strait Horn		3	0	-2	-3	2	-2
Unicorn's Horn		6	-2	6	2	2	12
Little Horn		0	3	2	-2	1	3
Long Horn		5	2	-5	-2	2	0
Medium Horn		-2	4	-5	2	-1	-1
Big Horn		-2	5	2	-6	2	-1
Lightning Horn		6	0	-2	0	3	4
Rhino Horn		-4	-2	2	5	-1	1
Bull Horn		-5	2	-2	6	1	1
Deer Horn		-2	2	0	-3	3	-3

1d. Stone Spire Smash

Element: Earth

Power: larger attack bar span, more damage per attack

Silver: ???

Gold: -0:50s

Punch away a stone spire rock by rock, and then defeat the Boss. Press the appropriate button when the meter is green or red to smash the spire. When at the Boss, mash the displayed button to attack and rest during the counter attacks.

This is rather easy if you get your timing. Since the next required button is shown be ready for a switch. If Partner is very weak, time for two high green attacks rather than one red. When at the boss, fight up to the third warning flash and change buttons (if needed) during the attack. If Partner is hit, do not attack until after the second Boss attack.

Gold:

Urz	Earth	84	101	137	80	116	402
Glinos	Earth	103	87	114	128	141	432
Viking	Earth	85	83	116	129	128	413

Silver: hands							
Dragon Fin	-5	6	2	-2	3	1	
Mechanical Hand	2	5	-3	-2	4	2	
Steel Hand	-6	6	-2	2	4	0	

Eviling Volley 2

Same as before but with four platforms and now the game explains power shots. B button passing will do the trick here again.

Beginner Course Cleared

Prize: Orange Vision Orb

Gold:

Hero Frame	4	4	4	3	6	15
Dinosaur Frame	4	6	4	13	9	27

Vision Orb #2

So a lot of junk has happened. The fog has cleared and the Practice Course and Intermediate Courses have been opened. There's a new kid to talk to and Lagu, Elder, and Jazz have new things to say. Right now Andy can either collect another Frame and more items from the Beginner Course or head onwards. Note that Frames at the end of Courses are always given in the same order, so it will always be Hero -then- Dinosaur. The shop girl Jasmine has come out of hiding so there are a couple of new items for Andy to spend his Gold on.

Shop 1

Speed-Up Potion Small	100						
Power-Up Potion Small	150						
Cat's Eye	300	10	0	0	-6	0	4
Primary Colors Pattern	400	-1	1	2	-2	0	0
Brick Pattern	500	-3	4	0	-1	18	0
Star	600	-2	2	6	-5	-3	0
Skin Pattern	700	2	-3	-4	5	0	0
Tiger Pattern	800	1	5	-3	-3	0	0
Eye Glasses	900	0	-3	3	-2	-4	0
Sneakers	950	3	2	-3	-2	-1	0

Offhand don't spend money on potions. If Andy is collecting items, he'll play the Courses long enough to accumulate lots of them. While tempting to splurge your money, note that prices for items will climb to the tens of thousands (max 80kG). Although price and Course complexity are a decent measure of good accessories double check with the appendix or the top item charts. For now it's OK to purchase a few for looks. Note that the Unicorn Horn (from Spin Break) is one of the best items giving +6 Speed and Mental and its only negative stat is -2 Power.

Cat	Spd	Pow	Mnt	Stm	Hvy	Lgt	Sum
Frame	Dinosaur	Dragon	Dragon	Dinosaur	Dragon	Hero	Dinosaur
Pat	Dog	Rock	Frozen	Bony	Brick	Round'n	Dog
	Cat	Cow	Marble			Round	
Eye	Crooked	Elongate	Angry	Sharp	Big	Sharp	Big
Voi	Machine	Dinosaur	Cute	Phantom	Dinosaur	Dog	Dog
	Bird		Animal	Cutie	Elephant	Bird	Cutie
B.Acc	Unicorn	Dragon	Unicorn	Bull	Mech.	Bell	Unicorn
	Horn	Fin	Horn	Horn	Hand		Horn

	Light.	Steel	Star	Rhino	Steel	Eye	Light.
	Horn	Hand		Horn	Hand	Glass.	Horn
	Dragon	Mech.	Illum.	Fin	Light.	Star	Bolt
	Wing	Hand	Light	Crest	Horn		
	Eagle	Big	Bell	Unicorn	Dragon	Fin	Little
	Beak	Horn		Horn	Fin	Crest	Horn
G.Acc	Unicorn	Dragon	Unicorn	Bull	Mech.	Thin	Unicorn
	Horn	Fin	Horn	Horn	Hand	Eyebrow	Horn
	Light.	Steel	Star	Heart	Steel	Ribbon	Light.
	Horn	Hand			Hand		Horn
	Eagle	Mech.	Ribbon	Rhino	Light.	Cute	Little
	Beak	Hand		Horn	Horn	Wing	Horn
	Long	Big	Thin	Fish	Dragon	Eye	Fish
	Horn	Horn	Eyebrow	Fin	Fin	Glasses	Fin

INTERMEDIATE COURSE

The second course is tougher than the Beginner and introduces paths. Midway Partner will have to choose between Left or Right. The paths lead to different Events and prizes. Left is for "boy" frames and Patterns. Right is for "girl" frames and Voices. Both will have to be completed once before the next Course opens up. Here is a "map" of the paths which follow the order of this guide.

- 2Le 2Re
- 2Ld 2Rd
- 2Lc 2Rc
- 2b
- 2a

2a. Seaside Sparklies

Element: Water

Speed: more effective taps

Silver: 25 combo

Gold: 35 comb

Race to the finish while grabbing gems for points. Tap A to run, and use the Control Stick to change lanes. Water will slow Partner down, while hills speed it up.

This is the second race event, where high Speed can be detrimental. Points are acquired by jewels, and bonuses are awarded with successive pickups. Missing a jewel resets the combo meter. The jewel layout doesn't change except for the last five, so keep a moderate button rhythm and zigzag those bends.

Gold:

Watern	Water	136	105	104	85	98	430
Neptune	Water	85	110	78	12	84	285
Ragrag	Water	101	112	87	123	100	423

Silver: animal patterns

Dragon		-4	5	-2	1	14	0
Large Scale		-3	4	-2	1	2	0
Crab		-5	2	0	5	0	2
Beetle		4	-2	-5	4	-1	1
Dog		4	1	0	-3	-6	2
Cat		5	2	-5	1	-10	3
Cow		2	5	-5	1	6	3

Parrot 5 -1 0 -4 -14 0

2b. Basket Barrage

Element: Wind

Mental: greater angle spans, faster needle speed

Silver: 70 baskets Gold 180 baskets

Shoot as many baskets for the most points. Time the shot angle for the green segment to score a basket. Score several baskets in a row to go into Fever Mode for multiple shots.

Keep your eye on the angel meter rather than the ball for this game. Although anywhere in the green angle is acceptable, time throws when the arrow is at the needle/red segment. This will set up a good rhythm and avoid misses when the basket changes height. The angle meter bounces back and forth indefinitely, so get it on the rebound if you missed it the first time. When in Fever Mode resist the urge to mash the button. Have a steady rhythm that is synchronized to the Flashing A button for the best results.

Gold:

Meteron	Wind	99	95	99	107	70	400
Felina	Wind	128	77	94	95	67	394
Harykit	Wind	127	102	92	80	60	401

Silver: mouths and ears

Jaw	-3	5	2	-2	1	2
Duck Beak	-2	-4	2	5	1	1
Drooping Ear	5	2	-3	-2	1	2
Cat's Ear	4	-2	-3	2	-2	1

Strict Route (Left Path)

2Lc. Waterskip Crusher

Power: better jump

Light Weight: better jump

Speed: better bar drain

Silver: ??? Gold: +850m

This is the same as Waterskip Slider but kick rock columns on the track with the A button.

Time rock kicks about half a Partner body away for "Great". This will add extra height and therefore distance. Kicking doesn't reduce the Speed meter but Control flicks will. Depending on the launch there will be a couple of times where the Flick and Kick are very close together. Just mash Kicks and Flick when to Flick.

Gold:

Typhoon	Water	108	92	79	122	121	401
Blizzard	Water	94	92	114	118	125	418
Blublade	Fire	99	80	113	126	143	418

Silver: hats

Football Helmet	-2	2	-5	6	2	1
Straw Hat	2	-3	3	-2	-3	0
Witch's Hat	2	-4	5	-2	1	1

2Ld. Catapult Craze

Power: increase power meter span

Light Weight: better jump

Mental: increase angle meter divisions, slower needle speed

Silver: +18km Gold: +18.5km

Toss a rock on a catapult and launch Partner off it for the greatest height. Time various meters for the power of the toss, angle, and time to jump off the platform.

The power meter will bounce indefinitely so take your time with it. The angle one will default to failure, so get it on the first pass. The actual launch is trickier. The best time is when the catapult arm is perfectly horizontal. However it is better to launch earlier than later. Keep your eye on the left platform so you can see the rock coming.

Gold:

Shadoze	Fire	96	94	141	91	114	422
Dogvow	Earth	133	56	114	97	112	400
Bodigar	Fire	124	123	111	88	108	446

Silver: robot and cute

Bolt		2	3	-2	0	2	3
Rose		-2	-6	5	2	-5	-1
Heart		-5	-2	2	6	-3	1
Barrel		-6	5	2	-2	4	-1
Pail		-6	4	2	5	3	5

2Le. Sky Shooter

Speed: better meter usage and restoration

Siler: 400 points no crashes Gold: 1200 points no crashes

Sky Dive to a platform and gain points for time and targets shot. Shoot with A and air brake with B. Crashing in to Evilings or shooting will lower Partner's speed.

Taking down a wave of same colored Evilings adds bonus points, and like Seaside Sparklies bonuses are more important than speed. Red waves go in circles and Green ones bounce in lines. For them just pick a spot and keep shooting. They'll fly right into Partner's stream. Purple ones are scattered but don't move, so pick them out. A high score is very easy if Partner doesn't go crazy on shooting and clears entire waves.

Gold:

Afoo	Wind	111	113	79	89	67	392
Windcut	Earth	89	79	118	103	110	389
Thundar	Water	93	129	114	80	104	416

Silver: wings and fins

Dragon Wing		6	2	-2	-5	1	1
Demon Wing		6	-2	2	-4	1	2
Fairy Wing		4	-3	2	-2	-4	1
Cute Wing		3	-3	2	-2	-4	0
Tail Assembly		6	-2	6	2	2	12
Fish Fin		-2	2	0	3	-2	3
Fin Crest		-2	-3	2	4	-2	1
Dorsal Fin		2	-4	-2	6	-1	2

Intermediate Course Strict Route Cleared

Prize: Yellow Vision Orb

Gold:

Dog Frame	7	4	3	5	7	19
Macho Frame	0	7	6	10	13	23

	Spd	Pow	Mnt	Stm	Hvy	Lgt	Sum
Frm	Dog	Dragon	Dragon	Dinosaur	Macho	Hero	Dinosaur
Pat	Cat	Cow	Frozen	Crab	Brick	Round'n	Cow
Eye	Oblong	Elongate	Angry	Sharp	Big	Elongate	Big
Voi	Machine	Dinosaur	Cute Animal	Phantom	Dinosaur	Dog	Dog
	Bird			Cutie	Elephant	Bird	Cutie
Acc	*Uni. &	Dragon	Uni. &	Dorsal	Mech.	Rose	Uni. &
	Assem.	Fin	Assem.	Fin	Hand		Assem.
	Light.	Tube	Star	+Heart	Steel	Fairy	Human
	Horn			& Bull	Hand	Wing	Hand
	Demon	Steel	Doughnut	Football	Cube	Cute	Pail
	Wing	Hand		Helmet		Wing	
	Dragon	Mech.	Witch's	Pail	Ball	Bell	Fang
	Wing	Hand	Hat				

* Unicorn's Horn and Tail Assembly.

+ Heart and Bull Horn.

Goofy Route (Right Path)

2Rc. Stonehead Swap

Speed: faster walking

Silver: 4 rounds

Gold: 6 rounds

Swap the given interchangeable heads on eight busts so that the top and bottom patterns match. Use A to pick up and put down a head, and the Control Stick to move.

Pull a Captain N and press pause when the statues line up. Then take your time figuring out the puzzle. If there isn't a quick solution, try solving it from the opposite side. Also note that Partner can reposition itself before the start of each round, so take advantage of a head start.

Gold:

Grandall	Earth	114	69	90	112	87	385
Gore	Wind	82	101	122	122	83	427
Skyjin	Water	118	102	77	102	68	399

Silver: geometry

Bowl	2	0	-2	6	3	6
Disc	6	-5	-2	2	3	1
Ring	-3	2	6	-2	3	3
Quadratic Prism	-2	4	2	-5	4	-1

2Rd. Bomber Bowl

Element: Fire

Speed: more effective taps

Silver: -1:00

Gold: -0:40

In a giant bowl arena defeat Boss with cherry bombs. Tap A to move and B to shoot bombs. Pick up black bombs, and avoid falling rocks, pink bombs, and the fountain at the center.

This is another tricky event that will take practice. A good technique is to fill up on bombs (4), find the boss, and dump them all. Wash, rinse, repeat. Bombs home into the Boss slightly so shots don't have to be perfect. Also ramming the boss will make it throw a black (safe) bomb. Always keep moving looking for chains of falling bombs. If you cannot find the boss within 10 seconds turn around and look behind, since Boss has just moved there.

Gold:

Farflung	Fire	104	89	101	80	113	374
Canistar	Fire	108	122	54	140	88	424
Vega III	Fire	75	99	106	127	115	407

Silver: animal voices

Dragon	-3	4	0	0	3	4
Dog	0	0	-3	4	-3	-2
Wolf	3	-2	0	0	0	1
Cat	4	0	0	-3	-4	-3
Tiger	0	2	0	0	2	4
Horse	0	0	-5	5	0	0
Elephant	-5	5	0	0	5	5
Bird	5	0	0	-5	-5	-5

2Re. Battle Blast

Element: Fire

Speed: faster walking speed, longer Dash

Power: faster shot charges

Silver: 930 points

Gold: 1730 points

In the battle temple compete with Minions to shoot the most Crawlies. Gold ones are worth extra points.

This is the first Battle Temple event with direct control of Partner. Press B to shoot and hold to charge a Fireball. Standing still and high Power speeds this up. Press A to push and charge for a Dash attack, although the game doesn't explain Dashing yet. The Dash is ready when Partner finishes its battle cry. It is very easy to accidentally reset the charge of a Dash or Fireball so be careful. If Partner is rammed by another monster it will be stunned for a bit. If the damage is severe enough, Partner will flash yellow and be immune to attacks. Wiggling the Control Stick will lessen stun time.

Stick with Fire rapid shots and punch when a crowd forms. Punching knocks back the victim, and can chain hits together like billiard balls. This doesn't give a bonus, but it can be more effective than rapid shots. Avoid the Minions attacks and focus on the Crawlies. Be especial careful at the edges, since falling into spikes causes Yellow stun damage. Since it can get very hectic use pause to relocate Partner, and a bright colored pattern will help it stand out.

Gold:

Dillo	Fire	107	95	83	91	139	376
Warkitty	Fire	96	84	115	87	126	382
Motochet	Fire	135	65	92	81	114	373

Silver: claws

Cat's Claw	2	3	-4	2	-1	3
Round Claw	-2	4	-4	2	1	0
Double Claw	2	5	-2	-4	-1	1
Triple Claw	-2	6	2	-3	2	3
Thorned Claw	-4	5	-2	2	1	1

Intermediate Course Goofy Route Cleared

Prize: Green Vision Orb

Gold:

Hamster Frame	8	2	2	7	5	19
Bunny Frame	3	1	4	4	3	12

	Spd	Pow	Mnt	Stm	Hvy	Lgt	Sum

Frm	Hamster	Dragon	Dragon	Dinosaur	Dragon	Bunny	Dinosaur
Pat	Dog	Rock	Frozen	Bony	Brick	Round'n	Dog
	Cat	Cow	Marble			Round	
Eye	Crooked	Elongate	Angry	Sharp	Big	Sharp	Big
B.Voi	Machine	Dinosaur	Machine	Phantom	Dinosaur	Dog	Dog
			Phantom				
G.Voi	Bird	Dinosaur	Cutie	Cutie	Elephant	Bird	Cutie
Acc	Uni. &	Triple	Uni. &	Bowl	Mech.	Bell	Uni. &
	Assem.	Claw	Assem.		Hand		Assem.
	Light.	Dragon	Ring	Heart	Steel	Eye	Human
	Horn	Fin		& Bull	Hand	Glasses	Hand
	Dragon	Steel	Star	Rhino	Cube	Star	Bowl
	Wing	Hand		Horn			
	Disc	Tube	Doughnut	Duck	Ball	Fake	Fang
				Beak		Nose	
	Cube					Cute	
						Wing	
						Eye	
						Glasses	

Eviling Volley 3 & 4

The games are the same as before but the Eviling Boss has one. Passing the ball between the two enemies increases their chances of messing up. Giving opposite shots, e.g. fast to slow, shot to pass, is also effective. Taking the minions down first weakens the Boss's skill a bit. (Though it probably won't be noticeable.) If Partner knocks out an Eviling prepare for the rebound.

Vision Orb #3

After getting the third vision orb--it doesn't matter which one--one kid is restored, the "Pull and Stretch" power is unlocked, and more of the locals come out of hiding. Elder, Jazz, Lagu, and the kids by the Hall of Life have new things to say. In addition Cinnamon and Pichi are out in Shop 2 and Jasmine has updated her inventory.

Shop 1

Mental-Up Potion Small	200						
Bat	1200	-3	3	-2	2	2	0
Baseball Cap	1500	-2	2	-4	4	-2	0

Screwdriver	1800	3	-2	-3	2	2	0
Cute Animal Voice	2000	0	0	2	0	0	2
Cute Machine Pattern	2200	5	-1	1	-5	-1	0
Cube	2500	6	-2	-6	2	4	0
Ball	2800	-5	2	-2	4	4	-1
Doughnut	3000	-2	-6	6	2	3	0
Tube	3200	-6	6	2	-2	3	0

Shop 2

Speed-Up Potion Medium	500						
Power-Up Potion Medium	550						
Rat's Tail	1000	-2	-3	3	2	-2	0
Human Ears	1200	3	-2	0	2	-2	3
Fake Nose	1400	2	-3	-2	3	-3	0
Human Hand	1600	3	3	2	-2	-1	6
Tongue	1800	-4	0	5	-2	-1	-1
Goggle Eye	2000	-10	6	10	0	0	6
Fang	2200	0	4	-2	2	-1	4
Steel Armor Pattern	2400	-3	5	0	-1	18	1

Vision Orb #4

The path to Course three has been restored along with watchman Dalu, the brushman Bundagio in Shop 2, and the (re)Size (and reposition) power has been unlocked. Jazz has more flavor text, Lagu teaches about accessories, the pig kid by the Hall of Life talks about Evilng Volley, and Shop 2 has restocked its selves. As usual, more tables.

Shop 2

Mental-Up Medium	600						
Ogre Horn	2800	4	-2	2	0	-1	4
Lizard Pattern	3000	-5	3	0	5	2	3
Armadillo Pattern	3200	-4	3	0	3	6	2
Crab Pincer	3400	-4	4	2	-2	3	0
Insect Eye	3600	-10	0	10	6	0	6
Sheep Horn	3800	-4	2	-2	6	3	2
Thorned Collar	4000	-2	6	-4	2	2	2
Snail's Eye	4200	-12	-10	10	6	0	-6
Demon's Horn	4500	2	-2	6	-4	2	2

Cat	Spd	Pow	Mnt	Stm	Hvy	Lgt	Sum
Frm	Hamster	Dragon	Dragon	Dinosaur	Macho	Bunny	Dinosaur
Ptn	Cat	Cow	Frozen	Lizard	Steel	Round'n	Cat
			Marble		Armor	Round	
Eye	Oblong	Elongate	Angry	Sharp	Big	Elongate	Elongate
Voi	Machine	Dinosaur	Cute	Phantom	Elephant	Bird	Tiger
	Bird		Animal	Horse			
Acc	Uni. &	Triple	Uni. &	Bowl	Mech.	Thin	Uni. &
	Assem.	Claw	Assem.		Hand	Eyebrow	Assem.
	Light.	Thorned	Ring	Sheep	Cube	Ribbon	Human
	Horn	Collar		Horn			Hand
	Demon	Dragon	Demon's	Dorsal	Ball	Rose	Bowl
	Wing	Fin	Horn	Fin			
	Dragon	Tube	Star	Heart	Quad.	Fairy	Pail
	Wing			& Bull.	Prism	Wing	

The Tail Assembly from Sky Shooter is exactly like the Unicorn's Horn and thus

is one of the best items. The Disc from Stonehead Swap is the best item for Stamina and you can purchase the Steel Armor for the heaviest pattern.

ADVANCE COURSE

Another course and more paths. This time the first left leads to patterns and "girl" frames, right for voices and "boy" ones, and the "middle" ones to eyes. If Andy is gathering all the items don't worry too much about always scoring in the first events. To get all the items in the last Events the first two Events will be played at least 24 times while the next two on both Paths 8 times. Also Events now only give two Monster Cards each instead of three and the Course gives three frames instead of two.

LLf LRF RLf RRf
LLe LRe RLe RRe
Ld Rd
Lc Rc
b
a

3a. Spin Attack

Element: Fire
Heavy Weight: better push/shove
Silver: 10 knockouts Gold: 18 knockouts

Exactly the same as Spin Attack, except the Minions continually come and points are scored for knock outs.

As usually charge can go all the way to White, circle the bowl, and be careful of the crumbling floor. Points are scored even if Partner falls out or releases a Spin, so suicide during the last seconds if it's not possible to knock out a clump of Minions.

Gold:

Feiberos	Fire	123	90	123	67	80	403
Homlar	Fire	103	113	147	73	110	436

Silver: noses and brows

Thin Eyebrow	-2	2	3	0	-5	3
Thick Eyebrow	2	-2	4	-3	-4	1
Ardent Eyebrow	-2	2	5	-3	-4	2
Dog's Nose	-2	-3	2	4	-3	1
Round Nose	2	-4	-2	5	-2	1

3b. Beat'n Art

Element: Earth
Power: stronger punches
Silver: 1.75 faces Gold: 2.75 faces

Sculpt a statue, with your fists! Control Stick to move around the column and bounce on the trampoline. Hold A to punch continuously and B to kick. Kick in stakes to freeze time and crawl directly on the column.

This is a complex game that takes a bit getting used to. First always hold down A. Save Kicks for any stragglng rings of cracked stone. Use the Control Stick gently since direction is registered -after- a bounce. While in

Time Stop you can only tell Partner to turn left or right, while it continually walks forward. If a stake is activated during a fall, immediately hold left or right to turn Partner around. Statues can only be carved if all "three" rings of stone for their level has been cleared.

For now just worry about clearing this Event then practice control on the Practice Course latter.

Gold:

Glassrog	Earth	113	143	91	81	138	428
Super Sam	Earth	103	96	92	121	108	412

Silver: armors

Cheek Guard		-3	-2	6	2	1	3
Breastplate		-5	-2	2	6	5	1
Shield		-4	-2	2	6	5	2
Cape		6	0	-2	2	1	6

Left Path First Turn

3Lc. Jungle Spurt

Element: Water (?)

Speed: more efficient taps

Silver: ??? Gold: -11:30s

Race to the finish as in Jungle Dash, while avoiding trees and rocks. It's pretty strait forward with two exceptions. First the fastest lane in the second to last hurdles is through tress. Second the last hurdles needs a fast lane change from the far left to far right. As with Jungle Dash, use the B button sprint till you are more familiar with the track.

Gold:

Amigo	Water	130	158	59	86	114	433
Gridora	Water	79	79	101	134	101	393

Silver: material patterns

Vine		5	-1	0	-5	0	-1
Wood		5	1	-6	3	0	3
Rock		-4	5	0	-1	18	0
Pavement		3	-2	-4	4	10	1
Ceramics		2	1	-6	5	6	2
Haniwa		2	-5	0	5	10	2

3Ld. Block Stack Attack

Element: Water (?)

Mental: larger angle segments, slower needle

Power: larger meter segments, slower power meter

Silver: 5 tosses @ 10 height Gold: 7 tosses @ 9 height

Try to stack as many blocks as possible, timing for power and angle. Choosing a higher starting stack increases the difficulty and points awarded.

This is another timing event. First try it at 5 height. If it's not hard, raise the height. Like Catapult Craze the power bar will continually bounce, while the angle meter will pass only once.

The green section for both the power and angle meter are acceptable for a toss. Aim for the middle of the green angle segment to reorient it back to 45 degrees on the next toss. Like Seaside Sparklies, successive good tosses are required for high scores.

Gold:

Beeboy	Water	95	124	91	76	72	386
Maniac	Water	85	136	102	81	83	404

Silver: weapons

Sword		-4	5	-2	2	3	1
Axe		-4	4	2	-2	4	0
Spinning Saw		2	4	-2	-4	4	0
Chain Gun		2	6	-2	-5	5	1

 Rush Rush Route (Left Left)

3LLe. Mach Runner

Element: Wind
 Stamina: less damage from collisions, faster recovery
 Speed: more efficient taps
 Silver: -50s: Gold: -42s (?)

Race to the finish in the fastest time possible while avoiding hurdles and stone columns. Tap A to run and B to brake. Running fast, i.e. tapping, will use more Stamina.

Like most races speed is not important, but rather control and pacing. Tapping in time with the displayed A button sets a good rhythm that isn't too strenuous on Stamina. Hitting a couple of hurdles is acceptable but avoid the columns at all costs. Don't forget to brake during turns that are marked with stripes on the floor. This slows Partner down for greater control and restores Stamina.

In the middle of the track there is a pit jump after a set of six columns. Burn speed here for make the jump. Failing will waste several seconds. After the jumps there is a zig-zag of several columns, where weaving in and out is the best way to cross. This event can be very difficult so take any passing score during your first attempts and practice it latter.

Gold:

Gossamer	Wind	138	122	73	80	64	413
Highwind	Wind	132	89	95	75	105	391

Silver: hair accessories

Cat Whisker		-2	3	2	-3	-5	0
Santa's Beard		-2	-3	2	4	-2	1
Fluffy Hair		2	-2	3	0	-4	3
Braid		2	-5	6	-2	-3	1

3LLf. Battle Royale

Element: Fire
 Stamina: better defense and HP
 Power: faster charge, more powerful attacks

Speed: faster walking speed, longer Dash
Weight: better push/shove
Silver: 3 before time Gold: ???

Defeat all the minions in the temple. Push B to shot and charge for a Fireball. Push A to punch and charge for a Dash attack. Break blocks for extra points and be careful of falling into spikes.

Full out brawling in the temple. The best way to deal damage is to knock Minions into the spikes. Any attack besides basic shot will shove a Minion. However this usually places Partner dangerously close. If anyone is knocked into the spikes, they will flash yellow invisibility so stand clear of them. Blocks can be destroyed for points, and the best way to clear them is knocking a Minion into one.

A decent tactic is to stay away from the Minions and let them battle each other. Charge fireballs and knock them into the spikes from long range. If one gets close, punch it, and then release the Fireball to knock the Minion away. Keep in mind that Fireballs pass each other. So if there is cross fire, dodge it. If you decide to charge Dash, use it defensively to dodge Minion attacks. As usual wiggle the Control Stick to shake off stun damage.

This can be another tricky event, so pass and practice may be prudent.

Gold:

FaeGator	Fire	114	131	90	78	112	413
Blue X	Fire	150	64	88	97	129	399

Silver: hair and kid eyes

Boy's Eye	0	12	-10	-12	0	-10
Girl's Eye	10	-10	12	-10	-12	2
Whisker Base	2	-2	6	0	1	6
Flaming Mane	-2	6	2	-3	2	3

Advance Course Rush-Rush Route Cleared (LL)

Prize: Blue Vision Orb

Gold:

Dragon-Man Frame	4	5	3	1	9	13
Cat Frame	7	4	2	3	5	16
Tiny Frame	4	0	9	13	0	26

Crispy Route (Left Right)

3LRe. Stonehead Bingo

Element: Water

Speed: walking speed

Silver: 3 rounds Gold: 5 rounds

Change all the given stone heads to same shape. Punch them to advance it to the next shape.

The order of the heads is the same as in the background ruins going left to right with the "triangle" one off screen, so you don't have to memorize them. Just pause the game and identify the odd statues. Figure out the number of punches each statue needs, and execute the plan. Like Stonehead swap Partner

can move before the round, and it's best to keep backtracking to a minimum.

Gold:

Hydrum	Water	99	131	94	87	88	411
Seanymph	Water	108	122	54	140	88	424

Silver: final eyes

Purple Eye		10	-10	14	0	10	24
Thorned Eye		0	14	-10	6	12	22
Neon Eye		14	-6	0	10	10	28
Searchlight Eye		10	6	-12	0	14	18

3LRf. Dual Runner

Element: Wind

Stamina: less damage from collisions, faster recovery

Speed: more efficient taps

Silver: 5 checkpoints Gold: 9 checkpoints

Grab the ball and race it through as many checkpoints as possible for a high score. Be careful of the Minion who'll try to steal it. Tap A to run and B to break. The faster Partner runs the more Stamina is drained.

This event isn't as bad as it seems. As usual control is more important than speed. Keeping the same rhythm as the flashing A is recommended for good Speed and Stamina usage.

At the start of the relay mash A sprint to the ball. From there keep a steady pace and weave back and forth to shake off the Minion. Mash A during turns, when the floor is striped, for a speed boost since the Minion cannot chase then.

If Partner must be hit, take it from behind, so that the ball goes forward and the Minion stays behind. If Partner drops the ball behind, it'll have to wait for the Minion to take and recovery.

Gold:

Momumomu	Wind	120	88	91	94	84	393
Padeechy	Wind	107	85	95	100	93	387

Silver: armor patterns

Living Armor		1	5	-6	2	-18	2
Protector		5	-1	0	-4	0	0
Leather Armor		4	2	-4	1	-4	3
Retro Machine		1	3	-3	2	14	3

Advance Course Crispy Route Cleared (LR)

Prize: Water Vision Orb

Gold:

Kid Frame		5	2	6	2	4	15
Horse Frame		9	4	0	7	9	20

Right Path First Turn

This is all the way back, after Beat'n Art if you are lost.

3Rc. Spin Road

Element: Fire
Heavy Weight: better push/shove
Silver: ??? Gold: -30s

This is a Spin stage, but instead of knocking monsters out, try to make it to the end of the track.

Take it easy and Partner should be fine crossing the course. Wait for the moving platforms to align before crossing and note that Partner can drop two platforms at a time after passing the geysers.

Gold:

Firesnax	Fire	111	119	137	59	137	426
MagmaGoo	Fire	105	130	131	68	95	434

Silver: humanoid voices

Giant Hero		-2	3	0	0	5	1
Phantom		-4	0	0	5	0	1
Heroine		0	-5	5	0	0	0
Creature		0	0	-2	3	0	1
Cutie		0	0	0	2	-2	2
Machine		5	0	0	-4	0	1

3Rd. Waterskip Smasher

Element: Water
Power: better launch
Light Weight: better height and distance
Speed: better meter drain

This is a more advance version of Waterskip Crusher. This time the blocks come in pairs. Play it exactly as before, but double tap B when Partner meets a rock.

Gold:

Seathing	Water	85	129	93	105	115	412
Rollin	Water	120	115	67	120	78	422

Silver: racing parts

Vernier		6	-2	-3	2	4	3
Rod Antenna		-2	-3	3	2	2	0
Tachometer		-2	2	5	0	3	5
Muffler		6	2	-3	-2	3	3

Nail-Biting Path (Right Left)

3RLe. Catapult Calamity

Power: increase power meter divisions
Mental: increase angel meter divisions, slower needle speed
Light Weight: better jump

This is the same as Catapult Craze, but you can choose rock size and grab balloons near the top for extra height. Use the control stick to veer towards a balloon and tap A to flap for height.

As before take your time with the power meter. Angle meter only has one

chance. Keep your eye on the left platform and launch when the catapult arm is horizontal or earlier.

Choose the largest rock unless Partner is very dumb. If Partner clears the stratosphere, mash A and guide it to the highest balloon.

Gold:

Omega	Earth	102	99	120	103	94	424
Uniphone	Water	116	110	102	92	98	420

Silver: cute stuff

Imp's Horn		2	-2	4	-3	-3	1
Springing Star		2	-3	6	-2	-3	3
Ribbon		2	-5	4	-2	-5	-1
Bell		-2	-3	3	2	-4	0
Brooch		-2	-3	5	2	-4	2

3LRf. Sky Circus

Element: Wind

Speed: greater speed recovery

Silver: 700 points no crashes Gold: 1500 points no crashes

Fly through the rings to rack up points. Press A to dive and pickup speed, B to brake and slow down. Points are scored for a fast time too.

Again combos are more important than speed. Avoid missing any ring as much as possible. Speed up while going through them and use brake, even twice, to get the trickery ones. Partner's size -doesn't- matter, however a thinner body design makes it easier to see the rings.

Gold:

Starduck	Wind	146	79	56	115	119	396
Gustar	Wind	167	88	70	92	84	417

Silver: animal parts

Tentacle		-3	2	6	-2	-1	3
Hoof		4	2	-4	-2	2	0
Triangular Cape		5	3	-2	-4	1	2
Bee Stinger		5	-2	2	-4	1	1

Advance Course Nail-Biting Route Cleared (RL)

Prize: Black Vision Orb

Gold:

Evil Beast Frame		3	6	8	4	13	21
Giant Frame		1	9	4	1	12	15
Evil Spirit Frame		2	5	7	9	20	23

Tough-Tough Path (Right Right)

3LLe. Stonehead Smash

Speed: walking speed

Silver: 20 silver Gold: 36 silver

Wack-a-mole. For the first 20 seconds get every head. Afterwards stick to one

side of the platform, aiming for Silver and Gold. It can get very crazy near the end, so limit Partner to one punch "attempt" per statue at the last 20 seconds.

Gold:

Grandall	Earth	114	69	90	112	87	385
Skyjin	Water	118	102	77	102	68	399

Silver: hand held objects

Toy Hammer		6	2	-5	-2	-1	1
Laser Gun		-2	2	6	-6	3	0
Broom		-2	-4	2	3	2	-1
Umbrella		-2	-4	5	2	2	1

3LLf. Battle Ball

Element: Fire

Speed: walking speed

Power: faster shot charge

Heavy Weight: better push/shove

Silver: 5 goals

Gold: 9 goals

Steal the ball from the Minions and take it to the goal in the center to score. Shots, Fireballs, punches, Dashes, and spikes are allowed.

Another tricky event. From the start make a beeline to the center goal and punch at the last moment. When in control of the ball, walk towards the goal. Pay attention to the Minions. Sometimes they will charge Fireballs, so weave strait up or strait right to make it hit another Minion. More often than not Partner will lose the ball and goal.

When not in control of the ball, play as goalie. Stick around it and punch or Dash any Minions that get near. Dash is more effective since it clears the group -and- stuns them. Grab the ball quickly and step right back into the goal. This is how a majority of points will be scored. Again this is another pass and practice event.

Gold:

NoirNoir	Fire	66	98	110	107	90	381
Firarmor	Fire	121	100	111	98	152	430

Silver: glassy patterns

Chameleon		1	-3	3	-1	-6	0
Glass		-1	-4	4	1	-10	0
Stained Glass		5	1	1	-5	2	2
Metalwork		1	-5	4	2	14	2

Advance Course Tough-Tough Route Cleared (RR)

Prize: Purple Vision Orb

Gold:

Scorpion Worm Frame		6	3	5	0	17	14
Spider Worm Frame		6	3	5	8	9	22
Mantis Worm Frame		5	7	1	2	13	15

Eviling Volley 5-8

Same as before but with three minions. In volley #5 the platforms are very close and spread out from #6 to #8. Stick with feints and Partner should be

fine, while trying normal or Power shots when the platforms are far off.

Vision Orb #5

Another orb another kid, shop, power "Slide" pattern, and lists. Jazz say something new as well and a kid is now in Shop 1.

Shop 3

Speed-Up Potion Large	1000						
Power-Up Potion Large	1100						
Pebble Pattern	2000	3	2	-6	3	2	2
Saw Hook Claw	2200	-4	3	-2	2	2	-1
Hexagon Marble Pattern	2400	1	-1	-4	4	6	0
Lips	2600	-3	2	4	-2	1	1
Fan	2800	3	-6	2	-2	-5	-3
Chimney	3000	-2	3	-3	2	3	0
Shining Eye	3500	0	10	10	-10	0	10
Luxurious Pattern	4000	-1	1	4	-4	-4	0
Mental-Up Potion Large	1200						
Necktie	4200	-2	-3	2	4	-3	1
Short Drill	4300	-2	3	2	-3	3	0
Bomb	4500	2	6	-2	-6	4	0
Tire	4700	4	2	-3	-2	4	1
Shoulder Armor	5000	-4	4	-2	2	4	0
Alien Voice	5200	0	-3	4	0	0	1
Viking Helmet	5400	2	-2	-5	6	3	1
Propeller	5800	6	-2	-4	2	4	2
Ninja Suit Pattern	6000	5	-5	0	2	-4	2

Vision Orb #6

Yay! More kids and Shop 1 has new inventory. Again Jazz elaborate on the power of good.

Shop 1

Stamina-Up Potion Small	250						
Dog Collar	3500	-2	3	-3	2	1	0
Coal Eye	3800	0	14	-6	0	0	8
Plastic Pattern	4000	1	-4	4	-1	-10	0
Banner	4200	2	-4	4	-2	2	0
Sunglasses	4500	2	-4	5	-2	-4	1
Pyramid	4800	-2	6	-4	2	4	2
Crystal	5000	2	-2	6	-3	3	3
Jewel	6000	-2	-5	6	2	-4	1
Transparent Ball	7000	-3	-2	2	6	2	3

Vision Orb #7

One more kid and Shop 2 has stuff. *Yawn* Note that the Demon's Eye is the best Eye in the game while the Skull Stone is the best for raising Power.

Shop 2

Stamina-Up Potion Medium	650						
Dragonfly Wing	5000	5	-2	-6	2	-5	-1
Mummy Pattern	6000	3	-3	-3	4	-6	1
Frog's Eye	7000	0	-10	10	0	0	0
Evil Spirit Armor Pat.	8000	1	5	-2	-5	10	-1

Lava Pattern	9000	-5	5	-2	1	18	-1
Demon's Eye	10000	10	10	12	-10	10	22
Skull Stone	15000	-2	6	2	0	3	6
Bird Wing	20000	6	-4	-2	0	-3	0
Zigzag Pattern	30000	1	-3	3	-1	-14	0

Vision Orb #8

 Wow, three kids this time and all the Shops have full inventories. (I wasn't kidding about stuff being 10kG.) The Blowhole is the best -heavy- Stamina item in game. The Connected Eye most likely -is- Sonic the Hedgehog's. It would have been the best except it is added as a single eye, while all the others are in pairs and can reach 12 for a stat.

Shop 3

Stamina-Up Potion Large	1300						
Santa Claus Pattern	8000	4	1	1	-4	0	2
Kung Fu Voice	10000	0	-4	5	0	0	1
Ponytail	15000	6	-4	-2	2	-3	2
Robot Hand	20000	-2	6	2	-3	3	3
Lion Mask	30000	-5	-2	6	2	5	1
Parabolic Antenna	40000	-5	2	6	-2	4	1
Missile	50000	-2	6	2	-6	5	0
Blowhole	60000	2	0	-2	6	2	6
Connected Eye	80000	9	0	0	-7	-7	2

Tabulating all the various paths would be too much work, so here is the final table for all items acquired in game. N.B. that this listing doesn't include items from the Monster Card Game.

	Speed	Power	Mental	Stamina	Heavy	Light	Total

Frm	Horse	Giant	Tiny	Dinosaur	E.Spirit	Tiny	Dinosaur
	Hamster	Dragon	E.Beast	Tiny	Scorp.W	Bunny	Tiny
	Dog	Macho	E.Spirit	Macho	Macho	Kid	E.Spirit
							Macho
	Cat	Mantis.W	Dragon	Spider.W	E.Beast	Cat	Spider.W

Ptn	Cat	Cow	Metalwork	Lizard	Steel	Living	Retro
					Armor	Armor	Machine
	Wood	Living	Frozen	Crab	Brick	Round'n	Leather
		Armor	Marble			Round	Armor
	Stained	Steel	Luxurious	Haniwa	Rock	Frozen	Cat
		Armor					
	Ninja	Rock	Plastic	Ceramics	Lava	Pastel	Cow

Eye	Neon	Thorned	Purple	Sharp	Search	Girl's	Demon
					light		
	Demon	Coal	Demon	Big	Thorned	Elongate	Neon
	Purple	Elongate	Angry	Round &	Demon	Connected	Purple
				Black			
	Oblong	Angry	Girl's	Neon	Neon	Big	Elongate

Voi	Machine	Dinosaur	Kung Fu	Phantom	Giant	Bird	Cutie
					Hero		
	Bird	Elephant	Heroine	Horse	Elephant	Cat	Cute
							Animal
	Cat	Dragon	Alien	Dog	Dinosaur	Dog	Tiger

	Wolf	Giant Hero	Cute Animal	Creature	Dragon	Cutie	Creature

Acc	Uni. & Assem. Cape	Skull Stone Triple Claw	Uni. & Assem. Whisker Base	Blowhole Bowl	Shield Breast plate	Thin Eyebrow Cat Whisker	Uni. & Assem. Human Hands Cape
	Light. Horn	Flaming Mane	Tentacle	Trans. Bowl	Lion Mask	Ribbon	Whisker Cape
	Vernier	Robot Hands	Ring	Shield	Chain Gun	Rose	Whisker Base

Talk to the Elder to unite all the Orbs inside Andy's soul. Now all the villagers just give encouragement for the final battle. Save your game, preferable on a different memory card since the ending and credits are only shown once. Build your strongest or most favorite monster and walk to the giant rock by the Beginner Course.

Final Showdown!

Power: greater power bar spans, effective taps

Mental: slower reaction bar

Yes, enough -playing- with magma balls, now is the time to fight with them. First catch the ball, and it is better to be late than early. At that point chuck the ball when the meter is red. The closer to the edge the more damage dealt but the harder is it to time. If you Pause, hold down A and unpauses, then the bar will trigger a bit further from where it was. This technique can be useful when close to the edge. If Partner times the catch exactly when the ball connects, there will be a ping, a golden flash, and an auto-throw for full damage.

After draining the first HP bar, there is a final magma ball catch and then phase two. Just hold down the A button until the stream is small and blue. At that point mash A until Partner shoves the ball into the Black Evil's mouth. Be sure to hold down A on that last shove, to reassume to preview stance. This phase is easier than the first but dependant on how much platform is left.

Ending

The Black Evil is destroyed (but not killed), Hope has been restored to humanity, and the Island is saved. Time to party! Everyone thanks you while Partner dances.

During the credits various preset monsters are displayed while Broud plays the Events. Broud happens to be the monster with Andy in Amazing Island concept art. Enjoy it while you can since this is the only time you can view them. Afterwards you can save your game and monster. (If you haven't saved to a different memory card to see the ending again, now is the time to switch.)

Epilogue

The title screen now has a Sound Test, which displays the promised party at the ending. (The very catchy remix of the Hall of Life is from the Trade Monsters menu.)

Back on the island check the masked kids on the docks and the masked one by Shop 3 for the final game tips. By the Black Evil cave is a Course Watchman.

It turns out the Black Evil has met a face worse than death: it was made part of the attractions. Defeating the Black Evil again doesn't do anything though.

If Andy checks his Item percentage on the Status screen it'll probably be around 50%. It's time to master the Courses and play Amazing Island Card Game, if he hasn't. Before that there is a pig in Shop 2. Talk to it and select "Oink" to unlock...

=====
VI. "Piggy" Mode (Advance Tips)
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This part of the guide will feature advance strategies for high scores and collecting Monster Cards. Don't forget to look at preset monsters for quick optimizations.

Piggy mode is unlocked by beating and saving the game. It is turned on by talking to the pig in Shop 2 and selecting "oink". Piggy mode is exactly like normal mode except that pigs and oinks are features of the Events which are often more helpful cues.

Jungle Dash

This is pretty easy to score high. Optimize partner for speed, i.e. car and airplane parts, and mash A. Using an overhand approach, like as with arcade buttons is easier. Time the final B button sprint so that the whole sprint is used to covers the final part of the track, but doesn't fall short.

Waterskip Slider

Optimize for Power and light Weight. Time the jump in the red bar and have every skip "Great."

Spin Break

Here are the waves of attacks:

- 1 Skinny
- 2 Skinny, 1 White Bird
- 1 Skinny, 1 Black Dragon
- 3 Minions
- 2 Skinny, 1 Red Bird
- 3 Skinny, 1 Black Dragon

Floor Breaks: 36s, 54s

All skinny minions can be pushed off without spins. However wait until they touch the ground completely, otherwise they still have the extra momentum from the fall. The Red Bird and Black Dragons will cause the most problems. Use a full white Super Spin on them near the edge. Another way is to Super Spin if two or three Minions are clumped together. Also advantage of spins, even not fully charged ones, when the floor crumbles. Finally do -not- release a spin after all the enemies are cleared since this takes up time.

Stone Spire Smash

Optimize for power. During the column section change Partner's stance between A and B with nearly simultaneous pressings; sort of roll your thumb across the

buttons. Time attacks to be firmly in red rather than cutting it close to green.

At the boss mash buttons until the third warning flash, and change stance during the attack if needed. If everything is done correctly Partner can ignore the warnings of the third counter attack and take down Boss beforehand.

Seaside Sparklies

This is the track pattern. It is always the same except for the last track of small gems, which are randomly placed.

```
L ****  **          *          * *          O * !          *
C      *   *O ** **  * **O * *      * *   *          * O  *****
R                *                *                !
```

Keep a quick but not grueling rapid pace and don't miss any gems. Going too fast is actual bad. The only tricky part is where the exclamation points are. Right before Partner grabs the first "!" immediately swing to the right, and then immediately swing back to the left. Do this even if you feel that you'll turn early and miss the gem. You won't. If you can make it past this point without missing, 1800 is guaranteed.

Basket Barrage

Optimize for Mental. Time the baskets for red, since this will keep a good rhythm and ignore basket height shifts. When in Fever Mode time the A button with the display and keep your eye on the needle. If the needle moves clockwise then the basket has moved up. This will cause the balls to clump up so skip one tap to restore the Fever Mode rhythm.

During the last second of Fever Mode mash A and keep your eye on the angle meter. It is very easy to mess up the first timed basket while resuming. Also several balls from Fever Mode can drop in normal play and shift you back into Fever Mode. Be ready for that as well.

Getting a high score here takes a bit of luck since the basket shifts randomly. Just keep trying and don't strain too much.

Waterskip Crusher

Again optimize for Power and light weight. Try to launch from red and obtain "Greats". Keep your nerve and Kick when to Kick and Flick when to Flick. If you get a very good jump, note that kicks can be done from the top of columns.

Catapult Craze

Not much here to say from playing it normally aside trying more to have a horizontal launch and optimizing for power and light weight.

Sky Shooter

Here are the waves:

- 4 Purple: Cross
- 4 Purple: X
- 4 Green: "diamond" counter-clockwise
- 4 Red: circle counter-clockwise
- 6 Purple: cluster
- 4 & 4 Green: "diamond" top and bottom

4 & 4 Red: clockwise then counter-clockwise; pick one point for both
8 Purple: circle
4 & 4 Green: zigzag right then horizontal; shoot middle

Fast

8 Purple: cluster
4 & 4 Red: clockwise then counter-clockwise
4 & 4 Green: large diagonals
8 Purple: circle

Very Fast

4 & 4 Red: spiral center to rim; shoot from middle to rim in a line
8 Purple: cluster
4 Green: large diagonals
4 Red: spiral center to rim;

Try to clear entire waves for bonuses. Many can waves can be taken down by picking one points and shooting continuously. If you don't crash or go crazy with shooting Partner should do fine.

Stonehead Swap

Optimize for Speed. This game will test your logical facilities. Pause, get some chess pieces, and play around with them. Minimize running around and swaps. The next head grabbed should be always be as close as possible to the last swap, and avoid backtracking paths. If you cannot see a good solution, try solving it from the opposite side, left, or right. This change of perspective can solve many tricky problems especially with the very first three rounds.

While solving the puzzle note how many crossings at minimum are needed to solve the puzzle by looking at what colors are on each side. E.g.

0 Crossings	1 Crossing	2 Crossings
-----	-----	-----
* o	* * o	* *
* o	o	o o
-----	-----	-----

While trying to minimize vertical swaps do not stop Partner from crossing up and down if it'll save time. Another obvious but easily missed tip is to run diagonally. Since the game repositions Partner to the proper spot it is easy to accidentally only use right angles for moving. Diagonals will boost the score a good amount since it moves to the same location by a shorter path.

I'm not sure on whether to list solutions to the tricky puzzles, but here is one of the less apparent ones. Remember that the starting patterned can be flipped vertically and horizontally:

Start

**** > * ++ > * + > *o+ > o+*
oo > oo * > oo+* > o+* > o+*

Finally keep in mind that lucks plays a role. Sometimes the game just keeps giving you the same long puzzles. So keep trying, and resist the urge to smash the controller when you get 1700.

Bomber Bowl

While in Stand By mode make note of the location straight ahead at the top of

the screen. Run to that point and make a strait left. This will put Partner right on top of Boss. If you set it up right, Partner will bounce repeatedly and get four bombs quickly. Immediately turn around and unload them.

From there just play aggressively. Grab four bombs then unload them. Always keep moving, weaving up and down the bowl. If you cannot find bombs or the boss in about 10 seconds turn around, because that is there they are.

When chasing Boss, aim for where it is going if it doesn't slow down. Pay attention for any rocks or bombs Boss may run into. Rocks will slow then stop Boss completely. If Boss picks up a black bomb it will throw it back at partner.

This event takes luck on how the bombs fall and if the Boss runs into rocks, so just keep trying.

Battle Blast

No real advance strategies here. Just turbo blast shots SHUMP style and punch when the occasional good cluster of Minions and Evilings appears. Try to get Gold targets but don't waste too much time trying to get them. Hang around the middle since it's you can cover the whole temple easily from there. Also listen to the game. If you have Stereo speakers and pay attention, you can hear where a bunch of offscreen Crawlies are. Be aggressive, keep a clear head, and resist the urge to smash the controller at 1700.

Spin Attack

More weight for clout is desirable. If you have mastered Spin Break, then this is a piece of cake. Use Super Spins when the Minions are clustered together or when they are fighting near the edge. (The bowl breaks only breaks once at 8s.) If Partner is knocked out release its spin for more points. Also if a final cluster Spin isn't possible at the end, suicide and release spin for more points.

Beat'n Art

Here is the pattern of the time stakes, (not to scale).

Base <----> Top

```
*      *
*      *      * <-other side
*
```

At the start bounce to the right twice and hit the first stake. If you hit it while falling be ready to turn all the way around. Claw to the next one and kick it, then the third. Yes, Partner can activate stakes while the clock is stopped. At that point make a left and crawl to hit the next two. After that keep crawling in the same direction and up to hit the last stake, and make sure to crawl down and spot check any remaining stone rings.

Once all the stakes have been traversed--not everyone had to be activated--let go of the control stick and bounce freely. (Keep on punching.) Kick any stragglng stone rings and punch the expose statues. Tap up once or twice only to deal with the top. When that's done deal, free bounce to deal with the middle, and then hold the stick down to finish the bottom.

Spend a couple of Practices just using the trampoline. Once you have the feel this game becomes easy.

Jungle Spurt

Optimize for speed, car and airplane parts. Here is the track:

```
R * * * *      ^ ^ ^ ^      * * * *      * *
C      * * * *      ^ ^ ^ ^      * * * *
L ^ ^ ^ ^      * * * *      * * * *      * *
*: rock
^: tree
```

There are two tricky parts here. First mash A very aggressively at the start (without a false start) to reach max speed quickly. The other is the final bend through rocks. It is the same bend for Seaside Sparklies, but it's easy to accidentally letup on tapping there.

Block Stack Attack

Optimize for mental. Sadly there is nothing here but successfully tossing all 7 blocks at height 9 or 10.

Mach Runner

Optimize for Stamina then speed. This time around run the race for speed. Mash A and maneuver the track as best you can. A couple of hurdles are OK, since you'll recuperate easily, but avoid the pillars at all costs. Don't be afraid to weave in and out wildly if it'll avoid obstacles and prevent deceleration.

When you come to a turn, don't press any button. Just hold the Control Stick all the way left or right and coast the turn. You'll be moving fast enough to make it work, as well as recovery Stamina without losing momentum.

It'll take practice to use these maneuvers, so take little breaks once in a while.

Battle Royale

Optimize for Power, then Speed and Stamina. Charge Dash attacks and use them exclusively. Try to setup a bad game of pingpong with the Minions. Ram one Minion with a Dash. Then turn around and ram the other two with a Dash towards the opposite direction. Do -not- knock Minions into the spike since Yellow damage invincibility will mess up the loop. Dashes should be used like the final sprint in Jungle Dash. It should cover the most ground possible and end exactly where the Minions are. If you get it right neither group will recover until they are smacked with another Dash.

The point is not to knock out the Minions, but to deal the most damage, which is how points are scored. Just keep trying with this event and have fun. 1800 was scored with Viking and Broud two preset monsters, so Partner doesn't -have- to be super strong.

Stonehead Bingo

Just pause and solve the puzzle at your leisure. Remember that the order of heads is the same as the statues in the background going left to right. (This is one event where Piggy mode makes it harder.)

Heads can be punched midair to save speed, and it is still best to solve the heads in order. Correct each head in a clockwise or counter-clockwise path avoid backtracking and therefore time.

Dual Runner

Optimize for Stamina and Speed. This is rather easy and uses the same tactics as before. Weave with a steady pace on the strait-a-ways while speeding up and running strait during turns.

Spin Road

Not too hard again. Most enemies can be pushed so save Super Spins for emergencies. Just walk strait without stopping to the moving platforms and wait for them to align. Then when you reach the second geyser, aim directly for second platform. At the second platform jump strait to the forth one, and then the goal.

Waterskip Smasher

Same as Waterskip Crusher, optimize for Power and light weight, launch during Red. Again a "double tap" is best for the two stones. Keep your nerve when the skips and kicks are close together. Skip when to skip and double kick when to kick.

Catapult Calamity

Optimize for Mental and Power. (Mental stuff lowers weight anyways.) Use a huge stone and time for full power, red angle, and horizontal platforms. Again earlier is better for the platform. When in the stratosphere aim for the tallest balloon for the most points and try not to break the controller at 1700 points.

Sky Circus

Size does not matter at all in this game but drawing a skinny monster to see the rings better. This even just takes practice to avoid missing a ring. (Ring positions are random.) If the upcoming ring doesn't intersect the current ring, Partner will more than likely need a brake or even a double brake. If a double break is used it's OK to dive while passing some rings to catch up.

Stonehead Smash

As with all Stonehead games Pause is the key. Statue speed increases with every successful hit. Smash every statue until the speed shifts twice and pause the game. Then while still in pause tap Start twice to "double pause" the game and advance it a fraction of a second. Keep double pausing, until you see the very top of Gold head coming out of the water. Immediately run to it and smash it, then resume the double pausing.

Battle Ball

Have at least 100 Speed and decent weight. Here Partner must focus on getting goals when in possession of the ball. The following four plays are drawn to scale, i.e. each line/slash is equal to the distance of one grid of the Battle Temple:

x	x	o	*	x	*	Left	Opposite
	o		-o		o		--o
	/					<-__	\
	/		/		/\	-__	/

/	/	/	-x	/		
/	x	/	*	/	Partner	Right
Tact 1	Tact 2	Tact 3		Tact 4	Names	

x: attacking Minion
 *: charging Fireball Minion
 O: Goal

Tactic one is just run strait to the goal. Use this when no Minions are charging shots. Partner will lose the ball, which is fine since the point of this play is to minimize time loss.

Tactic two is run to the goal, then up and right (along the floor cracks) for the last square. This works for when the Right and Opposite are charging Fireballs. If the top two minions are charging Fireballs, do the reflection, i.e. diagonal for two, then right and up.

Tactic two and its reflection work when all three are charging Fireballs too.

Tactic three is run to the goal, then diagonal down till aligned with the goal, then run strait up to the goal. Use this when A)only Opposite is charging and B) the lower right Minion runs -towards- the goal instead of strait left (towards Partner). Using Tactic three, Partner will dodge behind the Right, and Right will be struck by Opposite's Fireball.

Tactic four is the reflection of tactic three. Run towards the goal, then diagonal left till aligned horizontally with the goal, then strait right. As with tactic three use this when only Opposite is charging and Left runs towards the goal.

These plays may need to be tailored to the speed of the individual partner used. If partner has higher speed, the bends of the play may need to weave slightly.

It is highly recommended that you spend at least one whole game of Battle Ball using a tactic exclusively. (Five games total.) While playing pay attention to who charges and how they run right at the start of a play. This will not only make you memorize the maneuvers so that they can be pulled off at a moments notice, but tailor them to the monster used, and show how and when they work.

While playing as goalie as usually try to make quick recoveries and not waste precious time squabbling over the ball.

Since Minions use random tactics, luck plays a role in how successful the game goes, so keep trying and don't break the controller.

=====
 VII. Monster Card Game
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Monster Card Game (MCG) is another game accessible only with a Gameboy Advance using the GameCube link cable. Talk to Elder and select "Monster Cards" to upload it. Basically it's just a series of turned based battles typical of older RPGs, and most likely the intended purpose of the (preset) Monster Cards. A game of Monster Cards goes like this:

1. Choose level
2. Battle through the rounds.
3. Award random chest.

A round of MCG consists of

1. Choose a move.
2. Choose the target if applicable.
3. Resolve damage.
4. Repeat.

If all the enemy cards are defeated Andy's cards are healed slightly and advance to the next round. If all of Andy's cards are defeated he is given the option to continue. Continuing starts Andy in the -same- round and with -full- health.

Statistics

In MCG stats play a different role. They determine the abilities of the cards in typical RPG fashion.

Speed: order of attacks, ability to hit targets, ability to dodge attacks

Strength: damage ability

Mental: starting and maximum Power Points (PP)

Stamina: defense and Hit Points (HP)

Weight: Hit Points

Hit Points = 1000 + 5*(Stamina + Weight)

The Elements play a more important role since they determine the strength and weakness of attacks on cards.

Strong	Weak
Water > Fire	Water < Fire
^ v	v ^
Earth < Wind	Earth > Wind

Keep in mind that the element of an attack doesn't have to be the same as the card using it. There is also a neutral element that deals the same damage regardless of the card's element.

Moves

A card starts out with two attacks, determined by their Accessories, and can learn an additional one with a Skill Card. Offensive moves deal damage to a single or all cards, while defensive moves either dodge, block, or reflect attacks, and healing moves restore HP. All cards have a one move that has a positive PP cost to ensure that they are able to function in battle with no PP.

Order and Switching

At the start of a level Andy chooses the order of cards to play. In battle Andy may switch the current card to the next one in line instead of attacking. On the next turn the new monster is swapped in and automatically uses a block. Cards not in battle cannot receive damage and gain PP over turns. If a card in battle loses its entire HP it is removed and the next one in line is swapped in. If there are still unresolved enemy card attacks the new card will take the damage. Luckily the new card still gets its free defense move. Cards that are out of battle when advancing to the next round are healed slightly more, while those that haven't participated in battle at all receive a little more.

Skill Cards

These are cards that teach a move to a monster card. Like accessories they are permanent items. They can be used as many times and on as many cards as Andy desires. Even preset monster cards can learn new skills. The only limit is that a card can only learn one extra skill. A learned skill can be overwritten and are not kept game to game, so they must be taught again when a card is uploaded. Skill cards are gained from Bronze Chests won in MCG. See Appendix A3.5 for a listing.

Chests

If Andy completes all the rounds of a level, he is awarded a random chest. The chest number and metal is always random, however Andy will always receive a new chest until he has collected all of them for the current level. At that point the Level is marked with a star. If Andy already has the item within a chest, it will contain a random potion.

Chests can only be are opened by Elder. (Choose "Connect to GameCube" on the GBA before selecting "Monster Cards" with Elder for an easier time uploading.) Don't forget to save when you do so. The GBA can only at most 8 chests and each level of MCG has 10 unique ones.

Gold: Monster Cards, Large Potions

Silver: Patterns, Eyes, Voices, Accessories, Medium Potions

Bronze: Skill Cards, Small Potions

See Appendix A3.6 for a complete listing of MCG Chests.

Levels

There are eight levels to monster cards increasing in difficulty. Each level has the same layout, but the enemy cards chosen are random.

Round: (Group 1 #, Group 2 #, Group 3 #)

Lvl 1: (1), (1), (2)
Lvl 2: (1), (2,1), (1,1), (2,2)
Lvl 3: (3), (2), (3), (3)
Lvl 4: (2,2), (3,1), (1), (1,1), (2, 2)
Lvl 5: (1,1), (1,1), (1,1), (1,1), (1,1)
Lvl 6: (1,1,1), (3,3,1), (2,2), (3), (2,1,1), (2,2,2)
Lvl 7: (3,1,1), (1), (3,3), (1,1,1), (1,1,1), (1,1,1)
Lvl 8: (1), (1,1), (1,1,1), (3,3,1), (2,2,2), (2), (3,3,3)

Enemy Cards

These are Andy's opponents in Monster Card Game. Take note of their element and border since they display their fighting capabilities and traits.

Brown (Bronze) 500-1000 HP

White (Silver) 1000-1500 HP

Shiny (Gold) 1500-2000 HP

Water: average, healer

Fire: strong attacker

Wind: lowest HP, fastest attacker

Earth: strong attacker, slowest, healer

Strategies

MCG is really a game of patience, and I thank CrazyBottle for his very good technique at winning this game easily. First create a strong monster, when in doubt slap on Demon Eyes; Unicorn Horns or Tail Assemblies for Speed and Mental; Skull Stones for Power; and Bowls or Blowholes for Stamina. Next upload it three times while teaching it Soul Bite three times. Yes, you can send the same card multiple times. If you do not have Soul Bite, won at level 5, use another strong skill, preferably one that attacks all enemies such as Spinner, won at level 2.

In battle use regular attacks until Andy's second monster (out of battle) has reached 3 PP to use Soul Bite. At that point swap cards, use Soul Bite, and repeat until dead. Since each card out of battle earns on PP per turn, continually swapping enables Soul Bite to be perpetually used and spreads out the damage amongst Andy's cards. If you happen to be defeated, Continue! You have an infinite number of them. Continuing starts the cards out in the same round with full HP and different enemy cards. The full HP is a huge advantage in itself, while new set of cards may be weaker than the previous ones. If you keep continuing with Swap and Soul Bite, winning is just a matter of time. (Provided you have a strong monster, and just don't run into a stream of bad enemy sets.)

Naturally it's OK to spot check some tactics, such as finishing off a weak enemy or not swapping a card if their HP and PP are high. The closer to level 8 the more enemy reading must be done. If a monster constantly blocks, often they are low on HP. The alternative is that they are charging up their PP for a strong attack. If three turns pass with blocking or weak attacks expect a big one soon, or worse healing. Act accordingly by either by blocking, swapping for the defense bonus, or swapping to a high HP card. In the very last levels and rounds it may be best to continually swap cards right at the start of a round to minimize damage. Finally Silver and Gold cards on levels 7 and 8 use Meltdown or Gandara. These skills attack all other enemy cards as well, so putting off attacking them may be beneficial.

Link Battle Mode

Using the GBA link cable up to four GBAs can play a match of MCG. It is the same as the original except the game pauses between turns to display how to lineup the GBAs for a mutli screen view. The winner of the match receives a random chest. Like other levels Link mode has its own unique 10 chests, also given without repeating until all of them are acquired for one GBA. Since this may be a rare occasion for chest collecting here is a sabotaged monster to speed up the process.

Monster M110

Tiny or Hamster Frame, single very, very tiny circle on the body, inflated Very Thin; Girl's or Elongate Eyes; Bird Voice; Frozen Marble pattern; 8 Stars.

===== VIII. Design Tips

This section of the guide is to help with both aesthetic and statistical aspects of monster design.

Concept

Begin your monsters first with the concept. Have the look or idea of your monster. -Then- try to make it. If you start off looking at the frames there is the tendency just to stick to their basic shapes. Ears can become eyebrows or horns. The Dog and Cat become vehicles. Worm arms turn into mouth pieces.

You will start to see the frames in terms of Form and Shape rather than their names.

Whittling

View your monster in terms of its silhouette. The most basic example is a dog's head. From the front it's just a round circle. From the side it's a round circle with the muzzle out. When in doubt, try to draw from both perspectives and see all its inflations.

Variation

Try this out with arms. Draw a creature normally. Now draw the arms above the skeleton. Actually finish the monster and take it for a walk seeing how they work. Now repeat this with below the skeleton, then front and back. If you drew the arms from the Front try it with the Side or vice versus. Hopefully at the end you'll think more 3D. If you do this with the Body or Head you can get some interesting results.

Try a similar technique with Ears which changes what you draw to what you see more than any other body part. If you take the base of the ear bones as the center of a clock face, draw a long and thin rectangle to point to 12. Just preview it, rotate the Frame around, and see how the ears wag. Now try it with the rectangle pointed to 3 o'clock, 6, and at 45 degree angles. Now do all of that from the side view. You'll have to repeat all of this for the Evil Spirit since its angels are different from the Dragons and Animals, but it'll be worth the effort.

Compliments

In general a Front Body goes well with Side Arms and Legs or vice versus. Note that Front Legs position themselves automatically and may clip a bit.

Objective

Patterns, Voices, Eyes, and Accessories are all basically the same batch of "objects" that give anywhere from -6 to +6. The exceptions are weight from Patterns.

Heavy Man

Patterns more than any other affect Weight the most +/- 18. Patterns made of Metal and Rocks like materials add the most. Fragile materials, invisible, creatures that can fly or run fast are the lightest.

Negative Space

A monster can be painted so that little of the actual pattern is exposed. Plaid becomes a flannel shirt. Zigzag makes glowing veins.

Suit Up

Use the Maboo, Ninja, or Santa pattern to Slide it to the correct spots. Mostly this is to have the eyes in the right place and a Side drawn body to be properly symmetrically.

2 for 1

All eyes except two are given in pairs and the stats listed in this guide reflect that. When picking an eye note that they usually give a huge boost - and- penalty. As such some of them have strong effects on Weight.

Soft Spoken

Voices usually grant one bonus and penalty with none over +/- 5.

Choose Your Weapon

Speed: wings, car and airplane parts

Power: claws, guns, weapons

Mental: cute, girly, clothes
Stamina: helmets, armor, padding, sports balls
Heavy: rocky, metallic
Light: clothes, girly

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A0. Legend
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Event: Course Number, Path, Event Number
Shop: Shop Number, Visual Orb
Monster Card Game: MCG#
Monster Card Game Link Mode: MCG0

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A1. Descriptive Appendix
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This appendix consists of descriptive references to items.

A1. Frames

These are the skeletons which a monster is built on. They are won from completing a Course path. Paths 3LL, 3RL, and 3RR give three Frames while every other path and course give two. Frames are always given in the same order.

Dragon, Start
Basic western standing dragon shape, wings not included. Their ears are better off used as horns. Rather strong and smart, but very slow and no endurance.

Dinosaur, 1 x1
Stereotypical T-Rex dinosaur, but also good for birds and bi-pedal animals. It has average stats and the best Stamina in the game.

Dragon-Man, 3LL x1
This is the same as the Dragon, but it stands upright and has shoulders. This guy is worse than the Dragon or Dinosaur.

Hero, 1 x2
Full sized humanoid. Average stats but low on the Stamina.

Macho, 2L x2
Full sized humanoid with big beefy gorilla arms and a tail. Very good stats but is the slowest in the game.

Kid, 3LR x1
Andy sized humanoid. Fastest and lightest of the humanoids, very bad for power and stamina.

Dog, 2L x1
Average canine body, with ears, and lots of tail wagging. Very fast, not too bright, and average for the rest.

Horse, 3LR x2
Average equine body with ears and a tail. Legs and neck are rather long. The fastest but dumbest frame.

Cat, 3LL x2

Average feline body, think lion. Same as the dog but lighter and less intelligent.

Hamster, 2R x1

Upright rodent with ears tail, and rabbit like feet. Think Pikachu. Fast, tough, and light, but weak and stupid.

Bunny, 2R x2

Upright rabbit with ears and tail. Very tiny arms and very big feet. Statistically the worse frame in the game. Although it is light, it is neither fast nor smart.

Tiny, 3LL x3

Andy sized humanoid with ears and rabbit feet. This frame is to the extremes being the weakest, lightest, smartest, and tied with the Dinosaur for Stamina.

Scorpion Worm, 3RR x1

The first worm monster. All worms have four crab like legs, Mr. Waternoose or dreugh daedra, and praying mantis arms. This worm leans forward like a Dragon or Dinosaur. It has the worst stamina in the game but decent speed and weight.

Spider Worm, 3RR x2

A worm but the body is low and in between the forelegs. It has average stats but is a little weak.

Mantis Worm, 3RR x3

The final worm is the tallest of the three and stands erect. It is the strongest worm, but very dumb and low Stamina.

Evil Beast, 3RL x1

Slouching humanoid with four beefy arms and a tail. Very slow and low stamina but smart and powerful.

Giant, 3RL x2

This is the a two armed Evil frame but has a short torso and long legs. Similar to the giants in Majora's Mask, but without the head-torso fusion. The strongest frame in game but horrible speed and stamina.

Evil Spirit, 3RL x3

Same as the Beast but replace the tail with ears on the back of its head. Very smart, enduring, and slow and the heaviest monster in game.

A1.2. Design Rules

It is not the details but rather the principles of a monster that determines its stats. Here are the rules that affect each stat in addition light of the given Frame statistics. I.e. work backward from these rules.

No Effect

- * What is actually Drawn
- * Symmetry of a drawing on a limb i.e. mirror
- * Number of disconnect shapes on a limb i.e. two untouched circles vs. "snowman"
- * Aspect Ratio of drawn shapes
- * Front vs. Side
- * Color of Pattern
- * Sliding of Pattern

- * Painting of Pattern
- * Modulation of Voice
- * Position of Eyes/Accessories e.g. top of head or bottom
- * Limb Location of Eye/Accessories e.g. arm vs. head
- * Size of Eye/Accessories
- * Symmetry of Accessories
- * Single vs. Paired Accessories
- * Left vs. Right of Eye/Accessories

"Extra" Limbs

- * Fore Legs and Upper Arms function as Arms.
- * Hind Legs function as Legs.

Speed

- * indirectly proportional to the area of the Body, Legs, Hind Legs, Ears, Tail, and Lower Arms
- * +7 if a head is present
- * +1 if all limbs are present

Power

- * directly proportional to the area of Arms, Legs, Fore Legs, Hind Legs, Ears, Tails, and Lower Arms
- * +1 if Legs are present

Mental

- * directly proportional to the area of Legs, Hind Legs, Ears, Tail, and Lower Arms
- * +5 if head present
- * -5 if Leg, Ear, Tail, or Lower present, not cumulative

Stamina

I know very little is known about Stamina determination. The only possible rule is that it is directly proportional the jaggedness or vertices present of limbs. However I haven't been able to test this strongly. Any help is appreciated.

Weight

- * +1 per limb present

Limb Asymmetry

If a Right limb is draw or thicken differently than the Left then the limb contribution will be the average of the two.

Thickness

- * Normal thickness is the average of Very Thin and Very Thick
- * Thin and Thick are the average between Normal the the respective Very.
- * Inflation modification is the same for limbs regardless of Frame.
- * Every limb affects stats provided Weight is included.

Element

This is determined by Frame, Pattern, and Accessories increasing in precedent with neutral/no element Patterns and Accessories existing. Precedent among Accessories is currently unknown. Since there are 150 of them, I've yet to decide whether it is worth the effort testing them all.

----- A1.3. Hall of Life Powers -----

The Hall of Life can be upgraded throughout the game by gathering Chance Stars and Vision Orbs. Chance Star upgrades aren't announced, so talk to Folu to

again after getting the proper number of Stars.

8 Pattern Colors, 8 Chance Stars

Get an additional four color schemes for each Patterns.

4 Voice Modulations, 18 Chance Stars

Robotic and Distorted, i.e. echo, are added to Normal and High.

Line and Mirror Line, 23 Chance Stars

Instead of dragging free hand, points are chosen to draw strait lines.

Stamp, 39 Chance Stars

Basic shapes such as circles and squares, and irregular ones such as crosses and stars, in large and small sizes can be stamped instead of drawn.

Draw By Yourself, 2 Vision Orb

After completing the first course, monster bodies can be drawn freely.

Pull and Stretch, 3 Vision Orbs

Drawn lines can be pulled for bumps and spikes. Don't forget that you can pull inside a shape as well.

Size, 4 Vision Orbs

After choosing the "center" an entire limb can be grown or shrunk and slid to whatever position. This is good for repositioning a drawing on a limb to match the rest of the body.

Slide Pattern, 5 Vision Orbs

A pattern's texture can be slide across the limb. Useful to correct a suit type pattern, e.g. Ninja, on a limb drawn from the Side rather than Front.

Paint, 6 Vision Orbs

Up to 15 colors (out of 72) can be painted over the Pattern of the monster. It's nice for adding clothes to some Patterns or patterns to others. Don't forget you can pick up an existing painted color with Y.

A1.4. Patterns

These are 50 textures that wrap Partner's body for a look. At the start of the game four colors are available, and four more are unlocked at 8 Chance Stars.

Name	Source	Description

Dragon	Start	Scaly body of a Dragon.
Lizard	S2.4	Scaly lizard body with visible underbelly.
Large Scale	2a, G	Scaly body with stripes that resemble a plastic bendy snake.
Armadillo	S2.4	Armadillo's shell and underbelly.
Crab	2a	Crab's shell and body.
Beetle	2a, B	Resembles an insect's body.
Living Armor	3LRf	Resembles stone with fissures of glowing under rock.
Frozen Marble	1b	White marble with frosted coloring. Looks like ice cream.
Dog	2a, B	Perfect for boy's best friend or other mammals.
Cat	2a, G	Spotted furry body like the Lucky Cat.
Tiger	S1.2	Black striped tiger fur with the last four being very thin.

Cow	2a, G	A Holstein (black and white) cow pattern.
Parrot	2a	A surprisingly accurate bird's body with feet and beak.
Chameleon	3RRf	A transparent body in the shade of a dark color.
Polka Dot	1b	Even spread dot pattern.
Plaid	1b, G	Gingham plaid pattern like a picnic blanket.
Marble	1b, B	Marble as in the toy with interesting scrolling lines.
Camouflage	MCG2	Camouflage pattern from the army or hunting.
Maboo	Start	The default pattern that resembles a tropical tribal body paint.
Primary Colors	S1.2	Single solid colors.
Pastel	Start	Single solid light colors.
Santa Claus	S3.8	Santa's outfit, right down to the face, beard, hat, and boots.
Luxurious,	S3.5	A glass body with intricate gold lacing.
Hero's Tights	MCG6	A super sentai outfit like Voltron Force or Power Rangers.
Ninja Suit	S3.5	Another accurate ninja outfit, down to the face mask.
Protector	3LRf	Padded armor as if for a hockey goalie, cricket, or kendo.
Leather Armor	3LRf	Basic leather armor in dyed colors.
Steel Armor	S2.3	As in knights in shining armor with some scrollwork.
Evil Spirit Armor	S2.7	Knight armor but darker and with shadows.
Mummy	S2.7	Mummy wrappings with the last four striped like a zebra.
Skin	S1.2	Skin tones for mere humans.
Vine	3Lc	Crawling ivy and vines like a gazebo's wall.
Wood	3Lc, G	Smooth varnished wood paneling, like an old timey toy.
Pebble	S3.5	Packed pebble cobble stones.
Rock	3Lc	Rock with cracks and fissure like a sidewalk.
Lava	S2.7	Molten magma like in the Gloom Corridor.
Pavement	3Lc	Packed cobblestone and asphalt road.
Brick	S1.2	Normal layered rectangular bricks.
Hexagon Marble	S3.5	A honeycomb pattern for marble.
Ceramics	3Lc	An intricate pattern typical of oriental vases.
Haniwa	3Lc	Curve and bump pattern for Catrots and Gyroids.
Glass	3RRf	Colored glass that shines slightly.
Stained Glass	3RRf	Colored glass with cracks that don't follow a pattern.
Plastic	S1.6	Solid colors that are cell shaded for obvious shadows.
Metalwork	3RRf	Metal with intricate scrollwork.
Bony	1b	Skelton pattern, right down to the skull and rib cage.
Zigzag	S2.7	Shimmering shapes that resemble sunlight in a swimming pool.
Gleaming	MCG0	Bright colors that glow and the scroll work of Cute Machine.
Transparent	MCG7	Completely see through with some frosted color outlines.
Round'n Round	1b	A very tight series of thin circles as if for hypnosis.
Robot	MCG5	A very high tech looking metal body.
Real Machine	1b, B	Metal plates with rivets.
Retro Machine	3LRf	Giant cogs and gears of the Victorian era.
Cute Machine	S1.3	Colored mecha pattern for Voltron Lions or

Zords.

----- A1.5. Eyes -----

These are 25 special accessories that can only be placed once.

Angry Eye	1a, B	Pointed eye with a pupil.
Sharp Eye	1a	Pointed eye with a sliver for a pupil.
Purple Eye	3LRe	Pointed eye with purple whites.
Round and Black	1a	Resembles an oil drop or round bead.
Oblong Eye	1a, G	Long oval like Pom Pom's.
Crooked Eye	1a	Shaped like Pac-man's, which are little pac-men.
Big Eye	1a, B	Oval violet eye.
Elongate Eye	1a, G	Circle eye with large blue pupil like Jigglypuff's.
Goggle Eye	S2.3	Brown almond eye.
Connected Eye	S3.8	Same as Sonic the Hedgehog's. Probably why it's so expensive.
Dot-Like Eye	MCG3	Circle with a single tiny point. Looks as if they are rolling.
Coal Eye	S1.6	A snowman's eye with thick eyebrow.
Boy's Eye	3LLf	Same as Andy's.
Girl's Eye	3LLf	Same as Michelle's.
Cat's Eye	S1.2	Half circle yellow eye.
Frog's Eye	S2.7	Yellow frog's eye with green eyelids.
Snail's Eye	S2.4	Small blue eye on peach colored stalks.
Insect Eye	S2.4	Red oval shaped compound eye.
Thorned Eye	3LRe	Brown thorny eye and eyebrow from a Horned Toad or Lizard.
Shining Eye	S3.5	Yellow glowing oval eye.
Neon Eye	3LRe	Yellow glowing thin horizontal line.
Demon's Eye	S2.4	Orange slivered eyes that the Minions have.
Searchlight Eye	3LRe	Looks like the eye for a radio or television tuner.
Antenna Eye	MCG5	Green eye that looks like it should be on a Gundam.
Scope	MCG8	A single circle with three viewers like a microscope.

----- A1.6. Voices -----

These are the noises Partner makes in the games. From the start of the game, a normal or high pitch can be chosen. After acquiring 23 Chance Stars, robotic and distorted (echo) effects are added.

Dinosaur	Start	Basic dinosaur roar.
Dragon	2Rd	Another roar with some breathing.
Giant Hero	3Rc	Middle pitch male shouting "hya."
Transforming Hero	MCG6	Middle pitch male shouting "hooya" like a sentai.
Phantom	3Rc, B	Gravely shout.
Kung Fu	S3.8	High pitched shrieking male from a Kung-Fu flick. "Waaaaahhhhhiiiiii"
Heroine	3Rc	Middle pitched female sentai shouting.
Dog	2Rd, B	Barking and woofs.
Wolf	2Rd	Wolf howls and barks.
Cat	2Rdm, G	Meows and the occasional hissing.

Tiger	2Rd	Roars from a big cat.
Horse	2Rd, B	Whinnies and the occasional brays.
Elephant	2Rd, G	Pachyderm trumpeting.
Bird	2Rd, G	Chips and whistles.
Creature	3Rc,	Deeps groans from that "something."
Cutie	3Rc, G	Warping voice as from a child's cute toy.
Cute Animal	S1.3	The chattering of rodents.
Alien	S3.5	Gibberings of a tentacled and squishy alien.
Machine	3Rc, B	Deep robot sound effects.
Musical Instrument	MCG7	Electric guitar chords and twangs.

A1.7. Accessories

There are 150 objects that can be attached to Partner that modify stats in a variety of ways. They each have three versions and up to 8 can be attached to Partner.

Ogre Horn	S2.4	Short and stumpy like an Oni's or Cyclops's.
Strait Horn	1c, B	Strait cone horn.
Unicorn's Horn	1c	Spiraled unicorn's horn.
Little Horn	1c	Short stumpy curved horn, like a stereotypical red devil.
Long Horn	1c	Long thin horn like a goat's.
Medium Horn	1c, G	Curved horn like a cow's.
Big Horn	1c, B	Giant curved horn that's taller than wide.
Demon's Horn	S2.4	Small curved horn that the Minion's wear.
Lightning Horn	1c	Thin medium horned with a bend like lightning bolts.
Rhino Horn	1c, Boy	Thick horn from a rhino.
Bull Horn	1c, G	Large joined horn from a yak, gnu, or oxen.
Sheep Horn	S2.4	Curled ram's horn.
Deer Horn	1c	Basic 12 point antlers.
Dragon Horn	MCG0	Antler-like horns from an Oriental dragon.
Imp's Horn	3RLe	Cloth horn with ball like a jester's cap.
Bolt	2Ld	Basic hexagon headed bolt or screw.
Screw Driver	S1.3	Turnkey for a windup toy or music box.
Springing Star	3RLe	Star on a spring for goofy novelty antenna.
Thin Eyebrow	3a, G	Pencil thin eyebrows.
Thick Eyebrow	3a, B	Normal sized eyebrows.
Ardent Eyebrow	3a	Very thick eyebrows full of expression.
Eye-Like Ball	MCG0	A single floating eyeball.
Eye Glasses	S1.2	Basic eyeglasses.
Sun Glasses	S1.6	Wrap around mirrorshaded sun glasses.
Cheek Guard	3b	Athletic cheek and nose guard.
Dog's Nose	3a	Basic dog nose.
Round Nose	3a	Round nose like Mickey Mouse or Yakko Warner.
Fake Nose	S2.3	Large bulbous nose like from novelty glasses.
Lips	S3.5	A full pair of lips.

Whisker Base	3LLf	The short muzzle and nose of animals.
Jaw	2b	A lowered fanged jaw.
Fang	S2.3	An upper jaw with four fangs.
Tongue	S2.3	Long flapping tongue.
Eagle Beak	Start	Sharp beak of an eagle.
Duck Beak	2b	The bill of a duck.
Alien's Mouth	MCG0	The gaping extended mouth of a Xenomorph.
Cat Whisker	3LLe	Three cat whiskers.
Santa's Beard	3LLe	Actually this is Santa's mustache.
Drooping Ear	2b	The floppy ear of a hound dog.
Human Ears	S2.3	Basic round human ear.
Lion Mask	S3.8	A sunburst stylized lion, ideal for relief or wrought iron.
Evil Spirit's Mask	MCG8	A creepy long human face mask typical for a Victorian masque ball.
Human Head	MCG8	Andy's and Michelle's head, bald and only with ears.
Bird Wing	S2.7	A feathered wing.
Dragon Wing	2Le, B	An outstretched dragon's wing.
Demon Wing	2Le	Bat wings slightly folded.
Butterfly Wing	MCG0	A monarch butterfly's wing.
Dragonfly Wing	S2.7	The transparent wings of a dragonfly.
Fairy Wing	2Le	Fluffy fairy wings.
Cute Wing	2Le, G	Short curly wings from a cute angel.
Da Vinci Wings	MCG8	Paper and wooden wings like a bat from the Renaissance inventor.
Tail Assembly	2Le	The tail fin elevators from an airplane.
Fan	S3.5	Simple non-accordion paper fan.
Propeller	S3.5	A three finned propeller.
Vernier	3rd	A jet engine.
Fish Fin	2Le, G	The pectoral (hand) fins of a fish.
Dragon Fin	1d	The claws of a dragon.
Fin Crest	2Le, B	A webbed fin crest.
Dorsal Fin	2Le	A webbed back fin of a fish.
Cat's Claw	2Re, B	The paw and drawn claws of a large cat.
Round Claw	2Re, G	Four short round claws.
Double Claw	2Re	Two large slightly hooked claws like a rake.
Triple Claw	2Rf	Three claws like Wolverine's.
Saw Hook Claw,	S3.5	A curved blade, sawed on one side and a single barb on the other.
Crab Pincer	S2.4	Basic crab claws.
Thorned Claw	2Re	Three thick thorns on a round hand.
Triple Hook Claw	MCG4	Three claws like from a Crane game.
Human Hand	S2.3	Real human hands with five fingers.
Gloves	Start	Cartoon like gloves with five fingers.
Tentacle	3RLf	Four wavy tendrils (no suckers) that shape a hand.
Robot Hand	S3.8	A two pincer hand like from a lunar or deep sea rover.
Mechanical Hand	1d	A rectangular metal hand.
Steel Hand	1d	A metal sharp pointed hand.
Hoof	3RLf	The hooves of an equine.

Sword	3Ld	A strait long sword.
Curved Sword	MCG8	A slightly curved sword like a pirates.
Axe	3Ld	A double and single bladed battle axe.
Maboo Staff	MCG7	The staff that Course Keepers hold.
Bat	S1.3	A baseball bat.
Toy Hammer	3RRe	A giant mallet that squeaks.
Spinning Saw	3Ld	A circular saw on a metal pole.
Short Drill	S3.5	A short electronic drill.
Long Drill	MCG6	A long electronic drill.
Laser Gun	3RRe	A toy laser gun complete with rings.
Chain Gun	3Ld	A machine gun that is fed bullets on a belt.
Missile	S3.8	A finned missile from a fighter jet.
Bomb	S3.5	A stereotypical large cherry bomb.
Football Helmet	2Lc	The helmet for Gridiron American styled football.
Viking Helmet	S3.5	A dual horned Viking cap.
Breastplate	3b	A padded chest guard.
Shoulder Armor	S3.5	Giant shoulder pads.
Shield	3b	Regular knight shield.
Ribbon	3RLe, G	A pretty bow.
Rose	2Ld	A short stemmed rose in bloom.
Bell	3RLe, B	A circular bell typically on cat toys.
Brooch	3RLe	An ornate gem and metal brooch in the shape of an eye.
Star	S1.2	A five pointed naval star.
Heart	2Ld, G	A giant pillowesque heart.
Jewel	S1.6	A diamond cut gem.
Crystal	S1.6	A hexagonal crystal.
Transparent Ball	S1.6	A round fishbowl.
Skull Stone	S2.7	A human skull without a lower jaw.
Blowhole	S3.8	A whale that sprouts water.
Barrel	2Ld	A round water barrel.
Siren Light	MCG4	The flashing lights of a police officer or fire fighter.
Illumination Light	Start	A single flashing light.
Parabolic Antenna	S3.8	A satellite dish.
Rod Antenna	3Rd	The antenna for a car or radio toy.
Tachometer	3Rd	A round pin speedometer.
Cockpit	MCG8	A square glass cockpit and pilot.
Chimney	S3.5	The smokestack from a steam engine.
Muffler	3Rd	The exhaust tail pipe of a car.
Tire	S3.5	The rubber tires of a car.
Cat's Ear	2b	The small ears of a cat.
Fluffy Hair	3LLe	A puff of hair that looks like a foxes tail.
Flaming Mane	3LLf	Glowing spiky hair typical of Anime heroes.
Ponytail	S3.8	A single ponytail.
Braid	3LLe	A tightly woven braid of hair.
Baseball Cap	S1.3	Basic baseball cap.
Straw Hat	2Lc	A round wide brimmed straw hat like Monkey D. Luffy.
Witch's Hat	2Lc	Stereotypical pointed wide brim witch's hat.

Maboo Hat	MCG7	The hats the Shop Girls wear.
Dog Collar	S1.6	A belted leather collar.
Thorned Collar	S2.4	A spiked dog's collar.
Necktie	S3.5	A necktie for a suit.
Triangular Cape	3RLf	A strait triangular cape.
Cape	3b	A wavy cloth cape.
Rat's Tail	S2.3	The curled tail of a rate
Bee Stinger	3RLf	The abdomen and stinger of a bee or wasp.
Broom	3RRe	The straw broom of a witch.
Pail	2Ld	A hand sized pail.
Umbrella	3RRe	An opened umbrella.
Banner	S1.6	A short flag and staff.
Guitar	MCG0	A whaled shape eclectic guitar.
Encyclopedia	MCG0	A three ringed wood bound notebook.
Sneakers	S1.2	Low top athletic shoes similar to Andy's.
Baseball	MCG2	A fist sized ball.
Soccer Ball	MCG3	A regular Soccer Ball a.k.a. Football.
Basket Ball	MCG4	A regular Basket Ball.
Rugby Ball	MCG7	The ball used in Gridiron American styled Football or Rugby.
Ball	S1.3	A geometric sphere.
Bowl	2Rc	A geometric bowl.
Disc	2Rc	A geometric disc.
Doughnut	S1.3	A medium sized geometric torus.
Ring	2Rc	A thin geometric torus.
Tube	S1.3	A paper thin and hollow geometric cylinder.
Pyramid	S1.6	A geometric rectangular pyramid.
Cube	S1.3	A geometric cube.
Quadratic Prism	2Rc	A geometric quadric prism i.e. brick.

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A2. Statistical Appendix
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Detailed numeric data is listed here in alphabetical order, except when in game order is more comprehensive.

A2.1. Frame Numeric

After extensive testing, these are numerical values of Frames when all things are equal. All values are relative to the minimum which is defined as zero for each category. E.g. Dragon's Speed is 2 more than Macho's Speed, and Dragon Power is 7 more than Horse's Power.

Frame	Source	Spd	Pow	Spd	Stm	Wgt	Sum

Dragon	Start	2	7	8	4	11	21
Dinosaur	1 x1	4	4	6	13	9	27
Dragon-Man	3LL x1	4	3	5	1	9	13
Hero	1 x2	4	4	4	3	6	15
Macho	2L x2	0	6	7	10	13	23
Kid	3LR x1	5	6	2	2	4	15
Dog	2L x1	7	3	4	5	7	19
Horse	3LR x2	9	0	4	7	9	20

Cat	3LL x2	7	2	4	3	5	16
Hamster	2R x1	8	2	2	7	5	19
Bunny	2R x2	3	4	1	4	3	12
Tiny	3LL x3	4	9	0	13	0	26
Scorpion Worm	3RR x1	6	5	3	0	17	14
Spider Worm	3RR x2	6	5	3	8	9	22
Mantis Worm	3RR x3	5	1	7	2	13	15
Evil Beast	3RL x1	3	8	6	4	13	21
Giant	3RL x2	1	4	9	1	12	15
Evil Spirit	3RL x3	2	7	5	9	20	23

A2.2. Frame Grade

These are the grades from (the above) tested data when normalized and scored. "A" is 80 to 100, "B" is 60 to 80, etc. A grade of "S" and "Z" are respectively the best and worst Frame for a statistic.

Frame	Source	Spd	Mnt	Pow	Stm	Wgt
Dragon	Start	F	A	A	D	B
Dinosaur	1 x1	C	C	B	S	C
Dragon-Man	3LL x1	C	D	C	F	C
Hero	1 x2	C	C	C	D	D
Macho	2L x2	Z	B	A	A	B
Kid	3LR x1	C	B	F	F	F
Dog	2L x1	A	D	C	C	D
Horse	3LR x2	S	Z	C	B	C
Cat	3LL x2	A	F	C	D	F
Hamster	2R x1	A	F	F	B	F
Bunny	2R x2	D	C	F	D	F
Tiny	3LL x3	C	S	Z	S	Z
Scorpion Worm	3RR x1	B	C	D	Z	A
Spider Worm	3RR x2	B	C	D	B	C
Mantis Worm	3RR x3	C	F	A	F	B
Evil Beast	3RL x1	D	A	B	D	B
Giant	3RL x2	F	C	S	F	B
Evil Spirit	3RL x3	F	A	C	A	S

A2.3. Thickness

Values given are the difference between Very Thin and Very Thick for a limb. E.g. if Power is 50 when Head inflated Very Thin, then Power will be 60 when Head is inflated Very Thick.

Thickness	Formula
Very Thin	value
Thin	average(Very Thin, Normal) +/-1
Normal	average(Very Thin, Very Thick) +/-1
Thick	average(Normal, Very Thick) +/-1
Very Thick	value + table

Limb	Spd	Pow	Mnt	Stm	Wgt
Head	10	10	0	0	2
Body	0	0	0	10	2
Arms	0	0	0	0	4
Legs	0	-10	0	10	4

Ears	0	-10	0	10	4
Tail	0	-10	0	10	2
Fore Legs	0	0	0	0	4
Hind Legs	0	-10	0	10	4
Upper Arms	0	0	0	0	4
Lower Arms	0	-10	0	10	4

A2.4. Patterns

Name	Source	Spd	Pow	Mnt	Stm	Wgt	Sum	Ele
Armadillo	S2.4	-4	3	0	3	6	2	
Beetle	2a, B	4	-2	-5	4	-1	1	
Bony	1b	-2	-4	1	5	-14	0	
Brick	S1.2	-3	4	0	-1	18	0	
Camouflage	MCG2	1	-5	4	3	-10	3	Wind
Cat	2a, G	5	2	-5	1	-10	3	
Ceramics	3Lc	2	1	-6	5	6	2	
Chameleon	3RRf	1	-3	3	-1	-6	0	Wind
Cow	2a, G	2	5	-5	1	6	3	
Crab	2a	-5	2	0	5	0	2	
Cute Machine	S1.3	5	-1	1	-5	-1	0	
Dog	2a, B	4	1	0	-3	-6	2	
Dragon	2a	-4	5	-2	1	14	0	
Evil Spirit Armor	S2.7	1	5	-2	-5	10	-1	Water
Frozen Marble	1b	-2	1	4	-3	-18	0	Water
Glass	3RRf	-1	-4	4	1	-10	0	Water
Gleaming	MCG0	-4	-2	2	5	-1	1	Water
Haniwa	3Lc	2	-5	0	5	10	2	
Hero's Tights	MCG6	-2	3	-5	5	-18	1	
Hexagon Marble	S3.5	1	-1	-4	4	6	0	
Large Scale	2a, G	-3	4	-2	1	2	0	
Lava	S2.7	-5	5	-2	1	18	-1	
Leather Armor	3LRf	4	2	-4	1	-4	3	Wind
Living Armor	3LRf	1	5	-6	2	-18	2	
Lizard	S2.4	-5	3	0	5	2	3	
Luxurious	S3.5	-1	1	4	-4	-4	0	
Maboo	Start	3	-1	-3	1	0	0	
Marble	1b, B	-1	1	2	-2	-6	0	Wind
Metalwork	3RRf	1	-5	4	2	14	2	Fire
Mummy	S2.7	3	-3	-3	4	-6	1	
Ninja Suit	S3.5	5	-5	0	2	-4	2	
Parrot	2a	5	-1	0	-4	-14	0	Wind
Pastel	Start	-2	1	3	-1	-14	1	Wind
Pavement	3Lc	3	-2	-4	4	10	1	Earth
Pebble	S3.5	3	2	-6	3	2	2	Earth
Plaid	1b, G	-1	1	3	-3	0	0	
Plastic	S1.6	1	-4	4	-1	-10	0	
Polka Dot	1b	1	-4	4	-1	-4	0	Wind
Primary Colors	S1.2	-1	1	2	-2	0	0	Wind
Protector	3LRf	5	-1	0	-4	0	0	
Real Machine	1b, B	-3	4	0	-1	10	0	
Retro Machine	3LRf	1	3	-3	2	14	3	Fire
Robot	MCG5	1	4	-2	-3	14	0	
Rock	3Lc, B	-4	5	0	-1	18	0	
Round'n Round	1b	-1	-2	2	1	-18	0	Wind
Santa Claus	S3.8	4	1	1	-4	0	2	
Skin	S1.2	2	-3	-4	5	0	0	
Stained Glass	3RRf	5	1	1	-5	2	2	Water

Steel Armor	S2.3	-3	5	0	-1	18	1	Fire
Tiger	S1.2	1	5	-3	-3	0	0	Wind
Transparent	MCG7	-5	1	4	1	-3	1	Wind
Vine	3Lc	5	-1	0	-5	0	-1	Wind
Wood	3Lc, G	5	1	-6	3	0	3	
Zigzag	S2.7	1	-3	3	-1	-14	0	Water

A2.5. Eyes

Name	Source	Spd	Pow	Mnt	Stm	Wgt	Sum	Ele
Angry Eye	1a, B	0	12	12	-12	0	12	
Antenna Eye	MCG5	12	10	-10	0	0	12	
Big Eye	1a, B	-10	0	10	12	0	12	
Boy's Eye	3LLf	0	12	-10	-12	0	-10	
Cat's Eye	S1.2	10	0	0	-6	0	4	
Coal Eye	S1.6	0	14	-6	0	0	8	
Connected Eye	S3.8	9	0	0	-7	-7	2	
Crooked Eye	1a	10	0	-10	10	0	10	
Demon's Eye	S2.7	10	10	12	-10	10	22	
Dot-Like Eye	MCG3	-10	10	10	0	0	10	
Elongate Eye	1a, G	-10	12	0	10	-10	12	
Frog's Eye	S2.7	0	-10	10	0	0	0	
Girl's Eye	3LLf	10	-10	12	-10	-12	2	
Goggle Eye	S2.3	-10	6	10	0	0	6	
Insect Eye	S2.4	-10	0	10	6	0	6	
Neon Eye	3LRe, MC5	14	-6	0	10	10	18	
Oblong Eye	1a, G	10	-10	0	10	0	10	
Purple Eye	3LRe	10	-10	14	0	10	14	
Round and Black	1a	0	6	-12	12	0	6	
Scope	MCG8	5	-8	-6	5	8	-4	
Searchlight Eye	3LRe	10	6	-12	0	14	4	
Sharp Eye	1a	0	-10	0	14	0	4	
Shining Eye	S3.5	0	10	10	-10	0	10	
Snail's Eye	S2.4	-12	-10	10	6	0	-6	
Thorned Eye	3LRe	0	14	-10	6	12	10	

A2.6. Voices

Name	Source	Spd	Pow	Mnt	Stm	Wgt	Sum	Ele
Alien	S3.5	0	-3	4	0	0	1	
Bird	2Rd, G	5	0	0	-5	-5	0	
Cat	2Rd, G	4	0	0	-3	-4	1	
Creature	3Rc	0	0	-2	3	0	1	
Cute Animal	S1.3	0	0	2	0	0	2	
Cutie	3Rc, G	0	0	0	2	-2	2	
Dinosaur	Start	0	5	-4	0	4	1	
Dog	2Rd, B	0	0	-3	4	-3	1	
Dragon	2Rd	-3	4	0	0	3	1	
Elephant	2Rd, G	-5	5	0	0	5	0	
Giant Hero	3Rc	-2	3	0	0	5	1	
Heroine	3Rc	0	-5	5	0	0	0	
Horse	2Rd, B	0	0	-5	5	0	0	
Kung Fu	S3.8	0	-4	5	0	0	1	
Machine	3Rc, B	5	0	0	-4	0	1	
Musical Instrument	MCG7	2	0	0	0	0	2	
Phantom	3Rc, B	-4	0	0	5	0	1	

Tiger	2Rd	0	2	0	0	2	2
Transforming Hero	MCG6	0	0	3	-2	0	1
Wolf	2Rd	3	-2	0	0	0	1

A2.7. Accessories

Name	Source	Spd	Pow	Mnt	Stm	Wgt	Sum	Ele
Alien's Mouth	MCG0	2	-2	0	5	2	5	
Ardent Eyebrow	3a	-2	2	5	-3	-4	2	
Axe	3Ld	-4	4	2	-2	4	0	
Ball	S1.3	-5	2	-2	4	4	-1	
Banner	S1.6	2	-4	4	-2	2	0	
Barrel	2Ld	-6	5	2	-2	4	-1	
Baseball	MCG2	2	-4	-2	4	2	0	
Baseball Cap	S1.3	-2	2	-4	4	-2	0	
Basket Ball	MCG4	2	-4	-2	6	3	2	
Bat	S1.3	-3	3	-2	2	2	0	
Bee Stinger	3RLf	5	-2	2	-4	1	1	
Bell	3RLe, B	-2	-3	3	2	-4	0	
Big Horn	1c, B	-2	5	2	-6	2	-1	
Bird Wing	S2.7	6	-4	-2	0	-3	0	
Blowhole	S3.8	2	0	-2	6	2	6	
Bolt	2Ld, B	2	3	-2	0	2	3	
Bomb	S3.5	2	6	-2	-6	4	0	
Bowl	2Rc	2	0	-2	6	3	6	
Braid	3LLe	2	-5	6	-2	-3	1	
Breastplate	3b	-5	-2	2	6	5	1	
Brooch	3RLe	-2	-3	5	2	-4	2	
Broom	3RRe	-2	-4	2	3	2	-1	
Bull Horn	1c, G	-5	2	-2	6	1	1	
Butterfly Wing	MCG0	-2	2	6	0	-4	6	
Cape	3b	6	0	-2	2	1	6	
Cat Whisker	3LLe, MC3	-2	3	2	-3	-5	0	
Cat's Claw	2Re, B	2	3	-4	2	-1	3	
Cat's Ear	2b	4	-2	-3	2	-2	1	
Chain Gun	3Ld	2	6	-2	-5	5	1	
Cheek Guard	3b	-3	-2	6	2	1	3	
Chimney	S3.5	-2	3	-3	2	3	0	
Cockpit	MCG8	2	-6	6	-2	3	0	
Crab Pincer	S2.4	-4	4	2	-2	3	0	
Crystal	S1.6	2	-2	6	-3	3	3	
Cube	S1.3	6	-2	-6	2	4	0	
Curved Sword	MCG8	2	6	-2	-4	4	2	
Cute Wing	2Le, G	3	-3	2	-2	-4	0	
Da Vinci Wings	MCG8	6	-2	-3	2	2	3	
Deer Horn	1c	-2	2	0	-3	3	-3	
Demon Wing	2Le	6	-2	2	-4	1	2	
Demon's Horn	S2.4	2	-2	6	-4	2	2	
Disc	2Rc	6	-5	-2	2	3	1	
Dog Collar	S1.6	-2	3	-3	2	1	0	
Dog's Nose	3a	-2	-3	2	4	-3	1	
Dorsal Fin	2Le	2	-4	-2	6	-1	2	
Double Claw	2Re	2	5	-2	-4	-1	1	
Doughnut	S1.3	-2	-6	6	2	3	0	
Dragon Fin	1d	-5	6	2	-2	3	1	
Dragon Horn	MCG0	0	2	6	-2	3	6	
Dragon Wing	2Le, B	6	2	-2	-5	1	1	
Dragonfly Wing	S2.7	5	-2	-6	2	-5	-1	

Drooping Ear	2b	5	2	-3	-2	1	2
Duck Beak	2b	-2	-4	2	5	1	1
Eagle Beak	Start	5	-2	-4	2	-1	1
Encyclopedia	MCG0	-4	2	6	-2	4	2
Evil Spirit's Mask	MCG8	-3	2	5	-2	5	2
Eye Glasses	S1.2	0	-3	3	-2	-4	-2
Eye-Like Ball	MCG0	-2	0	4	2	-3	4
Fairy Wing	2Le	4	-3	2	-2	-4	1
Fake Nose	S2.3	2	-3	-2	3	-3	0
Fan	S3.5	3	-6	2	-2	-5	-3
Fang	S2.3	0	4	-2	2	-1	4
Fin Crest	2Le, B	-2	-3	2	4	-2	1
Fish Fin	2Le, G	-2	2	0	3	-2	3
Flaming Mane	3LLf	-2	6	2	-3	2	3
Fluffy Hair	3LLe	2	-2	3	0	-4	3
Football Helmet	2Lc	-2	2	-5	6	2	1
Gloves	Start	-3	4	-2	2	1	1
Guitar	MCG0	-2	-4	2	6	3	2
Heart	2Ld, G	-5	-2	2	6	-3	1
Hoof	3RLf	4	2	-4	-2	2	0
Human Ears	S2.3	3	-2	0	2	-2	3
Human Hand	S2.3	3	3	2	-2	-1	6
Human Head	MCG8	2	-2	5	0	3	5
Illumination Light	Start	-3	2	3	-2	2	0
Imp's Horn	3RLe	2	-2	4	-3	-3	1
Jaw	2b	-3	5	2	-2	1	2
Jewel	S1.6	-2	-5	6	2	-4	1
Laser Gun	3RRe	-2	2	6	-6	3	0
Lightning Horn	1c	6	0	-2	0	3	4
Lion Mask	S3.8	-5	-2	6	2	5	1
Lips	S3.5	-3	2	4	-2	1	1
Little Horn	Girl	0	3	2	-2	1	3
Little Horn	1c	0	3	2	-2	1	3
Long Drill	MCG6	-2	5	2	-4	4	1
Long Horn	1c	5	2	-5	-2	2	0
Maboo Hat	MCG7	-2	-4	6	2	1	2
Maboo Staff	MCG7	2	-5	6	-2	2	1
Mechanical Hand	1d	2	5	-3	-2	4	2
Medium Horn	1c, G	-2	4	-5	2	-1	-1
Missile	S3.8	-2	6	2	-6	5	0
Muffler	3Rd	6	2	-3	-2	3	3
Necktie	S3.5	-2	-3	2	4	-3	1
Orge Horn	S2.4	4	-2	2	0	-1	4
Pail	2Ld, MC1	-6	4	2	5	3	5
Parabolic Antenna	S3.8	-5	2	6	-2	4	1
Ponytale	S3.8	6	-4	-2	2	-3	2
Propeller	S3.5	6	-2	-4	2	4	2
Pyramid	S1.6	-2	6	-4	2	4	2
Quadratic Prism	2Rc	-2	4	2	-5	4	-1
Rat's Tail	S2.3	-2	-3	3	2	-2	0
Rhino Horn	1c, B	-4	-2	2	5	-1	1
Ribbon	3RLe, G	2	-5	4	-2	-5	-1
Ring	2Rc	-3	2	6	-2	3	3
Robot Hand	S3.8	-2	6	2	-3	3	3
Rod Antenna	3Rd	-2	-3	3	2	2	0
Rose	2Ld	-2	-6	5	2	-5	-1
Round Claw	2Re, G	-2	4	-4	2	1	0
Round Nose	3a	2	-4	-2	5	-2	1

Rugby Ball	MCG7	-4	-2	2	6	3	2
Santa's Beard	3LLe	-2	-3	2	4	-2	1
Saw Hook Claw	S3.5	-4	3	-2	2	2	-1
Screw Driver	S1.3	3	-2	-3	2	2	0
Sheep Horn	S2.4	-4	2	-2	6	3	2
Shield	3b	-4	-2	2	6	5	2
Short Drill	S3.5	-2	3	2	-3	3	0
Shoulder Armor	S3.5	-4	4	-2	2	4	0
Siren Light	MCG4	2	-4	4	-2	2	0
Skull Stone	S2.7	-2	6	2	0	3	6
Sneakers	S1.2	3	2	-3	-2	-1	0
Soccer Ball	MCG3	-5	-2	2	5	3	0
Spinning Saw	3Ld	2	4	-2	-4	4	0
Springing Star	3RLe	2	-3	6	-2	-3	3
Star	S1.2	-2	2	6	-5	-3	1
Steel Hand	1d	-6	6	-2	2	4	0
Strait Horn	1c, B	3	0	-2	-3	2	-2
Straw Hat	2Lc	2	-3	3	-2	-3	0
Sun Glasses	S1.6	2	-4	5	-2	-4	1
Sword	3Ld	-4	5	-2	2	3	1
Tachometer	3Rd	-2	2	5	0	3	5
Tail Assembly	2Le	6	-2	6	2	2	12
Tentacle	3RLf	-3	2	6	-2	-1	3
Thick Eyebrow	3a	2	-2	4	-3	-4	1
Thick Eyebrow	3a, G	2	-2	4	-3	-4	1
Thin Eyebrow	3a	-2	2	3	0	-5	3
Thorned Claw	2Re	-4	5	-2	2	1	1
Thorned Collar	S2.4	-2	6	-4	2	2	2
Tire	S3.5	4	2	-3	-2	4	1
Tongue	S2.3	-4	0	5	-2	-1	-1
Toy Hammer	3RRe, MC4	6	2	-5	-2	-1	1
Transparent Ball	S1.6	-3	-2	2	6	2	3
Triangular Cape	3RLf	5	3	-2	-4	1	2
Triple Claw	2Re	-2	6	2	-3	2	3
Triple Hook Claw	MCG4	-4	6	-2	2	2	2
Tube	S1.3	-6	6	2	-2	3	0
Umbrella	3RRe	-2	-4	5	2	2	1
Unicorn's Horn	1c	6	-2	6	2	2	12
Vernier	3Rd, MC5	6	-2	-3	2	4	3
Viking Helmet	S3.5	2	-2	-5	6	3	1
Whisker Base	3LLf, MC6	2	-2	6	0	1	6
Witch's Hat	2Lc	2	-4	5	-2	1	1

A2.8. Shops

Shop 1	Orb	Price	Spd	Pow	Mnt	Stm	Wgt	Sum
Speed-Up Small Potn.	2	100						
Power-Up Small Potn.	2	150						
Cat's Eye	2	300	10	0	0	-6	0	4
Primary Colors Pattern	2	400	-1	1	2	-2	0	0
Brick Pattern	2	500	-3	4	0	-1	18	0
Star	2	600	-2	2	6	-5	-3	1
Skin Pattern	2	700	2	-3	-4	5	0	0
Tiger Pattern	2	800	1	5	-3	-3	0	0
Eye Glasses	2	900	0	-3	3	-2	-4	-2
Sneakers	2	950	3	2	-3	-2	-1	0
Mental-Up Small Potn.	3	200						
Bat	3	1200	-3	3	-2	2	2	0

Baseball Cap	3	1500	-2	2	-4	4	-2	0
Screwdriver	3	1800	3	-2	-3	2	2	0
Cute Animal Voice	3	2000	0	0	2	0	0	2
Cute Machine Pattern	3	2200	5	-1	1	-5	-1	0
Cube	3	2500	6	-2	-6	2	4	0
Ball	3	2800	-5	2	-2	4	4	-1
Doughnut	3	3000	-2	-6	6	2	3	0
Tube	3	3200	-6	6	2	-2	3	0
Stamina-Up Small Potn.	6	250						
Dog Collar	6	3500	-2	3	-3	2	1	0
Coal Eye	6	3800	0	14	-6	0	0	8
Plastic Pattern	6	4000	1	-4	4	-1	-10	0
Banner	6	4200	2	-4	4	-2	2	0
Sunglasses	6	4500	2	-4	5	-2	-4	1
Pyrimid	6	4800	-2	6	-4	2	4	2
Crystal	6	5000	2	-2	6	-3	3	3
Jewel	6	6000	-2	-5	6	2	-4	1
Transparent Ball	6	7000	-3	-2	2	6	2	3

Shop 2	Orb	Price	Spd	Pow	Mnt	Stm	Wgt	Sum
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Speed-Up Medium Potn.	3	500						
Power-Up Medium Potn.	3	550						
Rat's Tail	3	1000	-2	-3	3	2	-2	0
Human Ears	3	1200	3	-2	0	2	-2	3
Fake Nose	3	1400	2	-3	-2	3	-3	0
Human Hand	3	1600	3	3	2	-2	-1	6
Tongue	3	1800	-4	0	5	-2	-1	-1
Goggle Eye	3	2000	-10	6	10	0	0	6
Fang	3	2200	0	4	-2	2	-1	4
Steel Armor Pattern	3	2400	-3	5	0	-1	18	1
Mental-Up Medium Potn.	4	600						
Ogre Horn	4	2800	4	-2	2	0	-1	4
Lizard Pattern	4	3000	-5	3	0	5	2	3
Armadillo Pattern	4	3200	-4	3	0	3	6	2
Crab Pincer	4	3400	-4	4	2	-2	3	0
Insect Eye	4	3600	-10	0	10	6	0	6
Sheep Horn	4	3800	-4	2	-2	6	3	2
Thorned Collar	4	4000	-2	6	-4	2	2	2
Snail's Eye	4	4200	-12	-10	10	6	0	-6
Demon's Horn	4	4500	2	-2	6	-4	2	2
Stamina-Up Medium Potn.	7	650						
Dragonfly Wing	7	5000	5	-2	-6	2	-5	-1
Mummy Pattern	7	6000	3	-3	-3	4	-6	1
Frog's Eye	7	7000	0	-10	10	0	0	0
Evil Spirit Armor Pat.	7	8000	1	5	-2	-5	10	-1
Lava Pattern	7	9000	-5	5	-2	1	18	-1
Demon's Eye	7	10000	10	10	12	-10	10	22
Skull Stone	7	15000	-2	6	2	0	3	6
Bird Wing	7	20000	6	-4	-2	0	-3	0
Zigzag Pattern	7	30000	1	-3	3	-1	-14	0

Shop 3	Orb	Price	Spd	Pow	Mnt	Stm	Wgt	Sum
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Speed-Up Large Potn.	5	1000						
Power-Up Large Potn.	5	1100						
Pebble Pattern	5	2000	3	2	-6	3	2	2
Saw Hook Claw	5	2200	-4	3	-2	2	2	-1
Hexagon Marble Pattern	5	2400	1	-1	-4	4	6	0
Lips	5	2600	-3	2	4	-2	1	1

Fan	5	2800	3	-6	2	-2	-5	-3
Chimney	5	3000	-2	3	-3	2	3	0
Shining Eye	5	3500	0	10	10	-10	0	10
Luxurious Pattern	5	4000	-1	1	4	-4	-4	0
Mental-Up Large Potn.	5	1200						
Necktie	5	4200	-2	-3	2	4	-3	1
Short Drill	5	4300	-2	3	2	-3	3	0
Bomb	5	4500	2	6	-2	-6	4	0
Tire	5	4700	4	2	-3	-2	4	1
Shoulder Armor	5	5000	-4	4	-2	2	4	0
Alien Voice	5	5200	0	-3	4	0	0	1
Viking Helmet	5	5400	2	-2	-5	6	3	1
Propeller	5	5800	6	-2	-4	2	4	2
Ninja Suit Pattern	5	6000	5	-5	0	2	-4	2
Stamina-Up Large Potn .	8	1300						
Santa Claus Pattern	8	8000	4	1	1	-4	0	2
Kung Fu Voice	8	10000	0	-4	5	0	0	1
Ponytail	8	15000	6	-4	-2	2	-3	2
Robot Hand	8	20000	-2	6	2	-3	3	3
Lion Mask	8	30000	-5	-2	6	2	5	1
Parabolic Antenna	8	40000	-5	2	6	-2	4	1
Missile	8	50000	-2	6	2	-6	5	0
Blowhole	8	60000	2	0	-2	6	2	6
Connected Eye	8	80000	9	0	0	-7	-7	2

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A3. Monster Card Game Appendix
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This appendix consists of Monster Cards, Monster Card Game (MCG), and items exclusive to MCG.

A3.1. MC Descriptive

Name	Source	Description
Urz	1d	Grey rocky dragon
Afoo	2Le	Floating black cute bear head
Dillo	2Re	Green human mecha
Amigo	3Lc	Blue icy elegant dog
Yenty	3RRe	Firier bird spider
Omega	3RLe	Thin seaweed bodied seahorse
Watern	2a	Blue armor plated horse-dragon
Seathing	3Rd	Blue-green tentacles monster
Meteron	2b	Green lizard like rooster
Windcut	2Le	Circle thorn spider monster
Farflung	2Rd	Tiny drill headed jet
Gnu	1b	Floating black cute bear head in a bucket
Glinos	1d	Big black rocky rhino-horse
Glassrog	3b	Black rock and crystal alien Cyclops
Bydelle	3RRe	Grey standing styracosaurus
Grandall	2Rc	Literally couch arm shaped dog
Gridora	3Lc	Very thorny green dragon insect
Gore	2Rc	Black and red demon cat torso
Gossamer	3LLe	Ppastel thin fairy insect
Rollin	3Rd	Cute blue rhino boxer
Shadoze	2Ld	Spiky black and red demon
Steiner	1a	Very realistic looking black and white collie dog
Djinn	1a	Grey and orange airy djinn

Skyjin	2Rc	Green dressed viking (non-Tolkien) elf
Super Sam	3b	Dog headed super hero
Starduck	3RLf	Robotic duck man
Dogvow	2Ld	Brown large thorned sea urchin
Dragonus	1c	Red dragon knight
SantaMew	1b	Black cat in a santa suit and giant hammers
Neptune	2a	Romantic giant cyan pollywog
NoirNoir	3RRf	Black abberant human
Viking	1d	Brown rocky dog man barbarian
Hydrum	3LRe	Underwater sea spider
Gustar	3RLf	Six winged lavender bird
Warkitty	2Re	Round bodied mecha
Firesnax	3Rc	Red robot mantis attacker
Beeboy	3Ld	Navy suited boy with a stinger hat
Firarmor	3RRf	Red glass armored warrior
FaeGator	3LLf	Green crystal lizard
Feiberos	3a	Red fire dragonish tiger
Broud	1c	Red beast man
Typhoon	2Lc	Yellow and purple small robot
Bodigar	2Ld	Invisible thin red dragon
Blizzard	2Lc	Blue strong lion man
Blue X	3LLf	Indigo go cart
Blublade	2Lc	Blue man in cavalier armor
Ragrag	2a	Crying white and blue round imaginary creature
Homlar	3a	Black and red spiked evil beast
Bombast	1c	Explosive cartoon rodent
MagmaGoo	3Rc	Lava dragon
Maniac	3Ld	Mummy dragon
Thundar	2Le	Yellow oriental sea dragon
Seanymph	3LRe	Aqua colored duck
Felina	2b	Cute yellow imp
Mirrored	1b	Sleek blue dragon
Canistar	2Rd	Robot boxing kangaroo
Harykit	2b	Realistic brown tabby cat
Motochet	2Re	Red motorcycle
Momumomu	3LRf	Biology homunculus in a wrestling singlet
Padeechy	3LRf	Biology homunculus in a football uniform
Abdominax	1a	Two tired snowman
Uniphone	3RLe	White ornate unicorn
Vega III	2Rd	Brown rocky demon
Highwind	3LLe	Black bird-man dragon
Stickman	MCG8	Thin green stick man robot
Yamanya	MCG1	Realistic orange tiger cat
Drillist	MCG2	Purple crawler driller robot
Hoppy	MCG2	Cute lavender super puppy
Tucker	MCG3	Squatting soccer player
Prettie	MCG8	Sailor Moon clone
Mr. Jones	MCG4	Battle ready Salary Man
Ooky	MCG4	Young Shinto priest
Greeter	MCG5	Cute ball thing with single curl
Foo	MCG5	Walking Japanese character sign
Oi Oi Oi	MCG6	Robot pirate
Georgie	MCG6	Tiger suit duck serenader
Panpang	MCG6	Invisible man wearing Groucho Marx glasses
PSB	MCG7	Skinny mummy ghost
Red Duke	MCG7	Dark red demon dragon
Kitmunk	MCG7	Cute Kappa
Black	MCG1	Black cute man carrying knick knacks
Wysteria	MCG3	Green flying tentacle monster
Potage	MCG8	Super hero made of a triangle circle and square

Evilight	MCG0	Purple demon robot
ChimaPO1	MCG0	Cute pink girl sentai
Passion!	MCG0	Yellow and white weird cow beast

A3.2. MC Statistics

Name	Source	Element	Spd	Pow	Mnt	Stm	Wgt	Sum
Abdominax	1a	Earth	103	92	102	109	89	406
Afoo	2Le	Wind	111	113	79	89	67	392
Amigo	3Lc	Water	130	158	59	86	114	433
Beeboy	3Ld	Water	95	124	91	76	72	386
Black	MCG1	Wind	98	117	91	102	97	408
Blizzard	2Lc	Water	94	92	114	118	125	418
Blublade	2Lc	Fire	99	80	113	126	143	418
Blue X	2LLf	Fire	150	64	88	97	129	399
Bodigar	2Ld	Fire	124	123	111	88	108	446
Bombast	1c	Fire	97	104	105	96	83	402
Broud	1c	Fire	100	113	120	78	108	411
Bydelle	3RRe	Fire	82	85	122	102	125	391
Canistar	2Rd	Fire	108	122	54	140	88	424
ChimaPO1	MCG0	Water	130	111	64	101	99	406
Dillo	2Re	Fire	107	95	83	91	139	376
Djinn	1a	Water	107	139	108	76	97	430
Dogvow	2Ld	Earth	133	56	114	97	112	400
Dragonus	1c	Fire	80	98	138	73	128	389
Drillist	MCG2	Fire	105	96	113	91	156	405
Evilight	MCG0	Fire	102	89	133	91	145	415
FaeGator	3LLf	Fire	114	131	90	78	112	413
Farflung	2Rd	Fire	104	89	101	80	113	374
Feiberos	3a	Fire	123	90	123	67	80	403
Felina	2b	Wind	128	77	94	95	67	394
Firarmor	3RRf	Fire	121	100	111	98	152	430
Firesnax	3Rc	Fire	111	119	137	59	137	426
Foo	MCG5	Wind	104	75	83	103	86	365
Georgie	MCG6	Wind	96	124	83	106	78	409
Glassrog	3b	Earth	113	143	91	81	138	428
Glinos	1d	Earth	103	87	114	128	141	432
Gnu	1b	Water	98	103	88	98	79	387
Gore	2Rc	Wind	82	101	122	122	83	427
Gossamer	3LLe	Wind	138	122	73	80	64	413
Grandall	2Rc	Earth	114	69	90	112	87	385
Greeter	MCG5	Wind	108	94	81	113	66	396
Gridora	3Lc	Water	79	79	101	134	101	393
Gustar	3RLf	Wind	167	88	70	92	84	417
Harykit	2b	Wind	127	102	92	80	60	401
Highwind	3LLe	Wind	132	89	95	75	105	391
Homlar	3a	Fire	103	113	147	73	110	436
Hoppy	MCG2	Water	130	89	78	113	67	410
Hydrum	3LRe	Water	99	131	94	87	88	411
Kitmunk	MCG7	Wind	98	103	82	115	80	398
MagmaGoo	3Rc	Fire	105	130	131	68	95	434
Maniac	3Ld	Water	85	136	102	81	83	404
Meteron	2b	Wind	99	95	99	107	70	400
Mirrored	1b	Water	64	129	93	119	111	405
Momumomu	3LRf	Wind	120	88	91	94	84	393
Motochet	2Re	Fire	135	65	92	81	114	373
Mr. Jones	MCG4	Fire	88	85	81	115	97	369
Neptune	2a	Water	85	110	78	12	84	285

NoirNoir	3RRf	Fire	66	98	110	107	90	381
Oi Oi Oi	MCG6	Wind	122	86	99	116	72	423
Omega	3RLe	Earth	102	99	120	103	94	424
Ooky	MCG4	Earth	102	85	91	118	84	396
Padeechy	3LRf	Wind	107	85	95	100	93	387
Panpang	MCG6	Fire	98	87	89	109	86	383
Passion!	MCG0	Water	85	116	115	106	93	422
Potage	MCG8	Wind	108	91	98	100	88	397
Prettie	MCG8	Water	161	96	55	102	70	414
PSB	MCG7	Earth	111	87	107	101	80	406
Ragrag	2a	Water	101	112	87	123	100	423
Red Duke	MCG7	Fire	100	104	114	99	127	417
Rollin	3Rd	Water	120	115	67	120	78	422
SantaMew	1b	Water	145	98	77	75	60	395
Seanymph	3LRe	Water	108	122	54	140	88	424
Seathing	3Rd	Water	85	129	93	105	115	412
Shadoze	2Ld	Fire	96	94	141	91	114	422
Skyjin	2Rc	Water	118	102	77	102	68	399
Starduck	3RLf	Wind	146	79	56	115	119	396
Steiner	1a	Fire	102	91	116	90	84	399
Stickman	MCG8	Fire	122	103	121	84	134	430
Super Sam	3b	Earth	103	96	92	121	108	412
Thundar	2Le	Water	93	129	114	80	104	416
Tucker	MCG3	Fire	104	104	91	96	79	395
Typhoon	2Lc	Water	108	92	79	122	121	401
Uniphone	3RLe	Water	116	110	102	92	98	420
Urz	1d	Earth	84	101	137	80	116	402
Vega III	2Rd	Fire	75	99	106	127	115	407
Viking	1d	Earth	85	83	116	129	128	413
Warkitty	2Re	Fire	96	84	115	87	126	382
Watern	2a	Water	136	105	104	85	98	430
Windcut	2Le	Earth	89	79	118	103	110	389
Wysteria	MCG3	Water	103	132	98	84	98	417
Yamanya	MCG1	Wind	117	92	112	89	62	410
Yenty	3RRe	Fire	93	134	139	64	118	430

A3.3. MC GBA Statistics

Name	Sourc	Element	HP	PP	Move 1	Move 2
Abdominax	1a	Earth	1990	1/6	Brat Punch	Stoneshot
Afoo	2Le	Wind	1780	2/6	Kittypaws	Dice Heal
Amigo	3Lc	Water	2000	3/7	Vacuum	Aquawave
Beeboy	3Ld	Water	1740	2/6	Iceclaw	Freezet
Black	MCG1	Wind	1995	2/7	GoGo Punch	Bigstorm
Blizzard	2Lc	Water	2215	1/6	Kittybeam	Aquawave
Blublade	2Lc	Fire	2345	1/6	Manly Fist	Fireblow
Blue X	2LLf	Fire	2130	1/5	Headbutt	Burst Fist
Bodigar	2Ld	Fire	1980	2/6	GoGo Punch	Meltbomb
Bombast	1c	Fire	1895	2/6	Blaze Kiss	Fire Blow
Broud	1c	Fire	1930	2/6	Skullbreak	Fire Blow
Bydelle	3RRe	Fire	2135	1/6	Headbutt	Gigaflare
Canistar	2Rd	Fire	2195	1/6	CrimsonToe	Fire Blow
ChimaPO1	MCG0	Water	2000	2/7	Iceknuckle	Blizzblade
Dillo	2Re	Fire	2150	1/7	Manly Fist	Heatscreen
Djinn	1a	Water	1865	2/7	GoGo Punch	Blizzblade
Dogvow	2Ld	Earth	2045	1/5	Blaze Kiss	KnockKnock
Dragonus	1c	Fire	2005	1/6	CrimsonToe	Fireshield
Drillist	MCG2	Fire	2235	1/7	Kittybeam	Burnflare

Evilight	MCG0	Fire	2180	1/6	Skullbreak	Meltbomb
FaeGator	3LLf	Fire	1950	2/6	Iceclaw	Fire Blow
Farflung	2Rd	Fire	1965	1/6	Headbutt	Fire Glow
Feiberos	3a	Fire	1735	1/6	Headbutt	Fire Blow
Felina	2b	Wind	1810	1/6	Kittypaws	Windfield
Firarmor	3RRf	Fire	2250	2/7	Kittypaws	Hideaway
Firesnax	3Rc	Fire	1980	2/7	Brat Punch	Burnflare
Foo	MCG5	Wind	1945	1/6	Brat Punch	Vaccuwave
Georgie	MCG6	Wind	1920	2/7	Headbutt	Crossguard
Glassrog	3b	Earth	2095	2/8	Rocknuckle	Gaea Wall
Glinos	1d	Earth	2345	1/6	Blaze Kiss	RockCannon
Gnu	1b	Water	1885	2/6	GoGo Punch	Freezet
Gore	2Rc	Wind	2025	2/6	WaterPunch	Dice Heal
Gossamer	3LLe	Wind	1720	2/6	Headbutt	Puslefield
Grandall	2Rc	Earth	1995	1/5	Kittybeam	KnockKnock
Greeter	MCG5	Wind	1895	1/6	Vacuum	Sonic Cut
Gridora	3Lc	Water	2175	1/6	GoGo Punch	Aquafield
Gustar	3RLf	Wind	1880	1/6	Vacuum	Vaccuwave
Harykit	2b	Wind	1700	2/6	Hurricane	Mincer
Highwind	3LLe	Wind	1900	1/6	Headbutt	Dice Heal
Homlar	3a	Fire	1915	2/6	Manly Fist	Fire Blow
Hoppy	MCG2	Water	1900	1/5	Iceknuckle	Fastbeat
Hydrum	3LRe	Water	1875	2/7	Kittybeam	Maxguard
Kitmunk	MCG7	Wind	1975	2/6	Kittybeam	Bigstorm
MagmaGoo	3Rc	Fire	1815	2/6	CrimsonToe	Gigaflare
Maniac	3Ld	Water	1820	2/7	Ironblow	Maxguard
Meteron	2b	Wind	1885	1/6	GoGo Punch	Dice Heal
Mirrored	1b	Water	2150	2/7	Kittybeam	Blizzblade
Momumomu	3LRf	Wind	1890	1/6	Headbutt	Sonic Cut
Motochet	2Re	Fire	1975	1/6	Blaze Kiss	Meltbomb
Mr. Jones	MCG4	Fire	2060	1/6	Skullbreak	Fireshield
Neptune	2a	Water	2055	2/6	Kittypaws	Revive
NoirNoir	3RRf	Fire	1985	1/7	Kittypaws	Hideaway
Oi Oi Oi	MCG6	Wind	1940	1/6	Mach Punch	Sonic Cut
Omega	3RLe	Earth	1985	1/6	Skullbreak	Stoneshot
Ooky	MCG4	Earth	2010	1/6	Kittypaws	KnockKnock
Padeechy	3LRf	Wind	1965	1/6	Brat Punch	Windfield
Panpang	MCG6	Fire	1975	1/6	Manly Fist	Fire Blow
Passion!	MCG0	Water	1995	2/6	Brat Punch	Maxguard
Potage	MCG8	Wind	1940	1/6	Kittypaws	Sonic Cut
Prettie	MCG8	Water	1860	1/6	Vacuum	Aquafield
PSB	MCG7	Earth	1905	1/6	Skullbreak	Stoneshot
Ragrag	2a	Water	2115	2/7	Iceclaw	Blizzblade
Red Duke	MCG7	Fire	2130	2/6	Blaze Kiss	Firefield
Rollin	3Rd	Water	1990	2/7	Kittypaws	Blizzblade
SantaMew	1b	Water	1675	1/6	Bubbleshot	Freezet
Seanymph	3LRe	Water	2140	2/7	Vacuum	Blizzblade
Seathing	3Rd	Water	2100	2/7	Ironblow	Niagara
Shadoze	2Ld	Fire	2025	1/6	Kittybeam	Fire Blow
Skyjin	2Rc	Water	1850	2/7	GoGo Punch	Blizzblade
Starduck	3RLf	Wind	2170	1/6	Hurricane	Pulsefield
Steiner	1a	Fire	1870	1/6	Iceclaw	Gigaflare
Stickman	MCG8	Fire	2090	2/7	Brat Punch	Burnflare
Super Sam	3b	Earth	2145	1/6	Kittybeam	Geodive
Thundar	2Le	Water	1920	2/7	Bubbleshot	Blizzblade
Tucker	MCG3	Fire	1875	2/6	Headbutt	Meltbomb
Typhoon	2Lc	Water	2215	1/6	GoGo Punch	Niagara
Uniphone	3RLe	Water	1950	2/6	Brat Punch	Niagara
Urz	1d	Earth	1980	2/6	Skullbreak	Boulder
Vega III	2Rd	Fire	2210	1/6	Manly Fist	Gigaflare

Viking	1d	Earth	2285	1/6	Blaze Kiss	Geodive
Warkitty	2Re	Fire	2065	1/6	Kittypaws	Corona
Watern	2a	Water	1915	2/6	Brat Punch	Hydriser
Windcut	2Le	Earth	2065	1/5	GoGo Punch	Hardknock
Wysteria	MCG3	Water	1910	2/6	Brat Punch	Freezet
Yamanya	MCG1	Wind	1755	1/6	Hurricane	Windfield
Yenty	3RRe	Fire	1910	2/7	Blaze Kiss	Crossguard

A3.4. MC Structure

Name	Source	Class	Frame	Creator
Abdominax	1a	Lavish	Kid	Key
Afoo	2Le	Lavish	Kid	hiroshi
Amigo	3Lc	Special	Dog	Shoi
Beeboy	3Ld	Special	Tiny	Key
Black	MCG1	Elegant	Tiny	GO!Japan
Blizzard	2Lc	Lavish	Macho	Jarvis
Blublade	2Lc	Premium	Hero	K.Chung
Blue X	2LLf	Premium	Spider Worm	Westman
Bodigar	2Ld	Plain	Dragon	Jarvis
Bombast	1c	Lavish	Bunny	Adelay
Broud	1c	Strange	Macho	Adelay
Bydelle	3RRe	Lavish	Dragon-Man	Adelay
Canistar	2Rd	Premium	Dragon	Key
ChimaPO1	MCG0	Elegant	Hamster	Westman
Dillo	2Re	Elegant	Hero	hiroshi
Djinn	1a	Lavish	Hero	Shoi
Dogvow	2Ld	Bizarre	Bunny	Fairlane
Dragonus	1c	Plain	Dragon-Man	Westman
Drillist	MCG2	Elegant	Scorpion Worm	Westman
Evilight	MCG0	Elegant	Giant	Dorado
FaeGator	3LLf	Special	Tiny	Key
Farflung	2Rd	Elegant	Spider Worm	hiroshi
Feiberos	3a	Elegant	Cat	Ms. Sugar
Felina	2b	Plain	Tiny	Go!Japan
Firarmor	3RRf	Premium	Evil Spirit	Adelay
Firesnax	3Rc	Lavish	Scorpion Worm	Jarvis
Foo	MCG5	Lavish	Hamster	Bash
Georgie	MCG6	Elegant	Hamster	Stanton
Glassrog	3b	Special	Macho	Adelay
Glinos	1d	Lavish	Horse	Stanton
Gnu	1b	Lavish	Scorpion Worm	hiroshi
Gore	2Rc	Premium	Giant	hiroshi
Gossamer	3LLe	Premium	Spider Worm	Shoi
Grandall	2Rc	Strange	Dog	hiroshi
Greeter	MCG5	Plain	Tiny	Shoi
Gridora	3Lc	Elegant	Mantis Worm	Ms. Sugar
Gustar	3RLf	Premium	Evil Beast	Bash
Harykit	2b	Plain	Cat	TLK
Highwind	3LLe	Strange	Dragon-Man	Ms. Sugar
Homlar	3a	Lavish	Evil Beast	Shoi
Hoppy	MCG2	Elegant	Tiny	Key
Hydrum	3LRe	Elegant	Spider Worm	ash
Kitmunk	MCG7	Plain	Hamster	Cappy
MagmaGoo	3Rc	Elegant	Dragon	Jarvis
Maniac	3Ld	Premium	Dragon-Man	Key
Meteron	2b	Lavish	Hamster	Shoi
Mirrored	1b	Lavish	Dragon	Shoi

Momumomu	3LRf	Lavish	Kid	hiroshi
Motochet	2Re	Special	Cat	Westman
Mr. Jones	MCG4	Strange	Hero	Jarvis
Neptune	2a	Lavish	Dog	Bash
NoirNoir	3RRf	Lavish	Macho	Fairlane
Oi Oi Oi	MCG6	Elegant	Hero	Shoi
Omega	3RLe	Premium	Horse	Fairlane
Ooky	MCG4	Strange	Hero	K.Chung
Padeechy	3LRf	Lavish	Kid	hiroshi
Panpang	MCG6	Lavish	Hero	Yoshida
Passion!	MCG0	Elegant	Dragon	Dorado
Potage	MCG8	Elegant	Hero	Ikudeas
Prettie	MCG8	Elegant	Hero	Adelay
PSB	MCG7	Lavish	Hero	TOM
Ragrag	2a	Plain	Kid	Shoi
Red Duke	MCG7	Lavish	Hero	Westman
Rollin	3Rd	Special	Hamster	Standon
SantaMew	1b	Strange	Hero	Shoi
Seanymph	3LRe	Special	Tiny	Jarvis
Seathing	3Rd	Premium	Evil Spirit	Bash
Shadoze	2Ld	Lavish	Giant	Jarvis
Skyjin	2Rc	Elegant	Tiny	K.Chung
Starduck	3RLf	Elegant	Bunny	Bash
Steiner	1a	Plain	Dog	Westman
Stickman	MCG8	Lavish	Hero	yz
Super Sam	3b	Elegant	Hero	K.Chung
Thundar	2Le	Lavish	Dinosaur	Water
Tucker	MCG3	Strange	Kid	Dorado
Typhoon	2Lc	Elegant	Kid	Jarvis
Uniphone	3RLe	Special	Horse	Stanton
Urz	1d	Lavish	Dragon	Shoi
Vega III	2Rd	Elegant	Evil Beast	Westman
Viking	1d	Elegant	Giant	Yoshida
Warkitty	2Re	Premium	Dragon-Man	hiroshi
Watern	2a	Elegant	Dog	Bash
Windcut	2Le	Lavish	Mantis Worm	Shoi
Wysteria	MCG3	Elegant	Evil Beast	Fairlane
Yamanya	MCG1	Elegant	Cat	TLK
Yenty	3RRe	Special	Scorpion Worm	Yoshida

A3.5. Skills

Name	Lvl	Ele.	PP	Effect/Target
Busthammer	1		-1	Single
Dragosmash	3		-2	Single
Spinner	2		-2	Multi
Soulbite	5		-3	Multi
Fire Punch	1	Fire	-1	Single
Firesword	3	Fire	-3	Single
Superburn	2	Fire	-2	Multi
Meltdown	6	Fire	-4	Multi (Friendly Fire)
Hydrup	1	Water	-1	Single
Iceblade	4	Water	-3	Single
Swamper	2	Water	-2	Multi
Blizza	6	Water	-4	Multi (Friendly Fire)
Mad Fang	1	Earth	-1	Single
Meteorburst	3	Earth	-3	Single
Rock'n	2	Earth	-2	Multi

Grandara	7	Earth	-4	Multi (Friendly Fire)
Pulsewave	1	Wind	-1	Single
Mach Sword	4	Wind	-3	Single
Ripwind	2	Wind	-2	Multi
Burstorm	7	Wind	-4	Multi (Friendly Fire)
Fireshield	2	Fire	-1	Reflect Fire
Aquashield	3	Water	-1	Reflect Water
Dirtshield	4	Earth	-1	Reflect Earth
Windshield	5	Wind	-1	Reflect Wind
Armguard	1		+1	Small Block
Allguard	7		+2	Medium Block
Hairthin	3		+1	Small Dodge
Alter Ego	5		+3	Large Dodge
Mid-Heal	1		-1	Small Heal
Great Heal	4		-2	Medium Heal
Revive	8		-4	Large Heal
Dice Heal	6		-3	Random Heal

A3.6. Monster Card Game Chests

Level	Chest	No.	Items
0 (Link)	Gold	30	Passion
0 (Link)	Gold	29	ChimaP01
0 (Link)	Gold	28	Evilight
0 (Link)	Gold	27	Guitar Acc.
0 (Link)	Silver	30	Butterfly Wing
0 (Link)	Silver	29	Dragon Horn
0 (Link)	Silver	28	Gleaming Pattern
0 (Link)	Silver	27	Encyclopedia
0 (Link)	Silver	26	Eye-Like Ball
0 (Link)	Silver	25	Alien's Mouth
1	Gold	26	Yamanya
1	Gold	25	Black
1	Silver	24	Pail (2Ld)
1	Bronze	30	Mid-Heal
1	Bronze	29	Armguard
1	Bronze	28	Pulsewave
1	Bronze	27	Mad Fang
1	Bronze	26	Hydrup
1	Bronze	25	Fire Punch
1	Bronze	24	BustHammer
2	Gold	24	Hoppy
2	Gold	23	Drillist
2	Silver	23	Baseball
2	Silver	22	Camouflage Pattern
2	Bronze	23	Fireshield
2	Bronze	22	Ripwind
2	Bronze	21	Rock'n
2	Bronze	20	Swamper
2	Bronze	19	Superburn
2	Bronze	18	Spinner
3	Gold	22	Wysteria
3	Gold	21	Tucker
3	Silver	21	Cat Whisker (3LLe)
3	Silver	20	Soccer Ball
3	Silver	19	Dot-Like Eye
3	Bronze	17	Hairthin

3	Bronze	16	Aquashield
3	Bronze	15	MeteorBurst
3	Bronze	14	Fire Sword
3	Bronze	13	Dragosmash
4	Gold	20	Ooky
4	Gold	19	Mr.Jones
4	Silver	18	Toy Hammer (3RRe)
4	Silver	17	Basket Ball
4	Silver	16	Siren Light
4	Silver	15	Triple Hook Claw
4	Bronze	12	Great-Heal
4	Bronze	11	Dirtshield
4	Bronze	10	Mach Sword
4	Bronze	9	Iceblade
5	Gold	18	Foo
5	Gold	17	Greeter
5	Silver	14	Neon Eye (3LRe)
5	Silver	13	Vernier (3Rd)
5	Silver	12	Robot Pattern
5	Silver	11	Antenna Eye
5	Silver	8	Alter Ego
5	Silver	7	Allguard
5	Silver	6	Windshield
5	Silver	5	Soulbite
6	Gold	16	Panpang
6	Gold	15	Georgie
6	Gold	14	Oi Oi Oi
6	Silver	10	Long Drill
6	Silver	9	Whisker Base (3LLe)
6	Silver	8	Transforming Hero Voice
6	Silver	7	Hero's Tights Pattern
6	Bronze	4	Dice Heal
6	Bronze	3	Blizza
6	Bronze	2	Meltdown
7	Gold	13	Kitmunk
7	Gold	12	Red Duke
7	Gold	11	PSB
7	Gold	10	Maboo Staff Acc.
7	Gold	9	Maboo Hat Acc.
7	Gold	8	Gandara Skill
7	Silver	6	Rugby Ball
7	Silver	5	Musical Instrument Voice
7	Silver	4	Transparent Pattern
7	Bronze	1	Burstorm
8	Gold	7	Potage
8	Gold	6	Prettie
8	Gold	5	Stickman
8	Gold	4	Revive Skill
8	Gold	3	Scope Eye
8	Gold	2	Da Vinci Wing Acc.
8	Gold	1	Cockpit Acc.
8	Silver	3	Curved Sword
8	Silver	2	Evil Spirit's Mask
8	Silver	1	Human Head

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VIII. To Do List
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Stuff to do, but may never actually be done.

- * Test MCG with separate monsters.
- * Figure out elements.
- * Figure out classes.
- * Figure out Folu's quiz.
- * List non Skill card MCG moves.
- * Fix grammar.

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IX. Version History

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1.00 7 May 2008

First version of the guide.

1.10 14 April 2009

Corrected various grammar errors. (I hope.)

Added Foto "Emotes".

Added note about not using MCG items in Story Mode.

Added good item notes in Story Mode.

Added Design Tips.

Added Event Legend.

Compacted Item Source Locations.

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X. Acknowledgements

=====

Andrew Ross for his data to confirming my notes.

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ZAB for a GBA to GBA cable.

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XI. Copyright

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